

FIG. 1

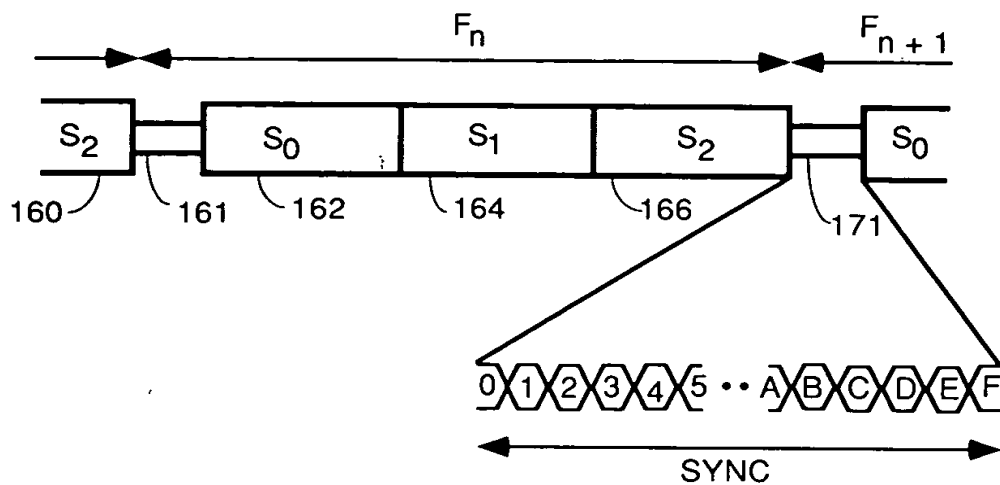


FIG. 2A

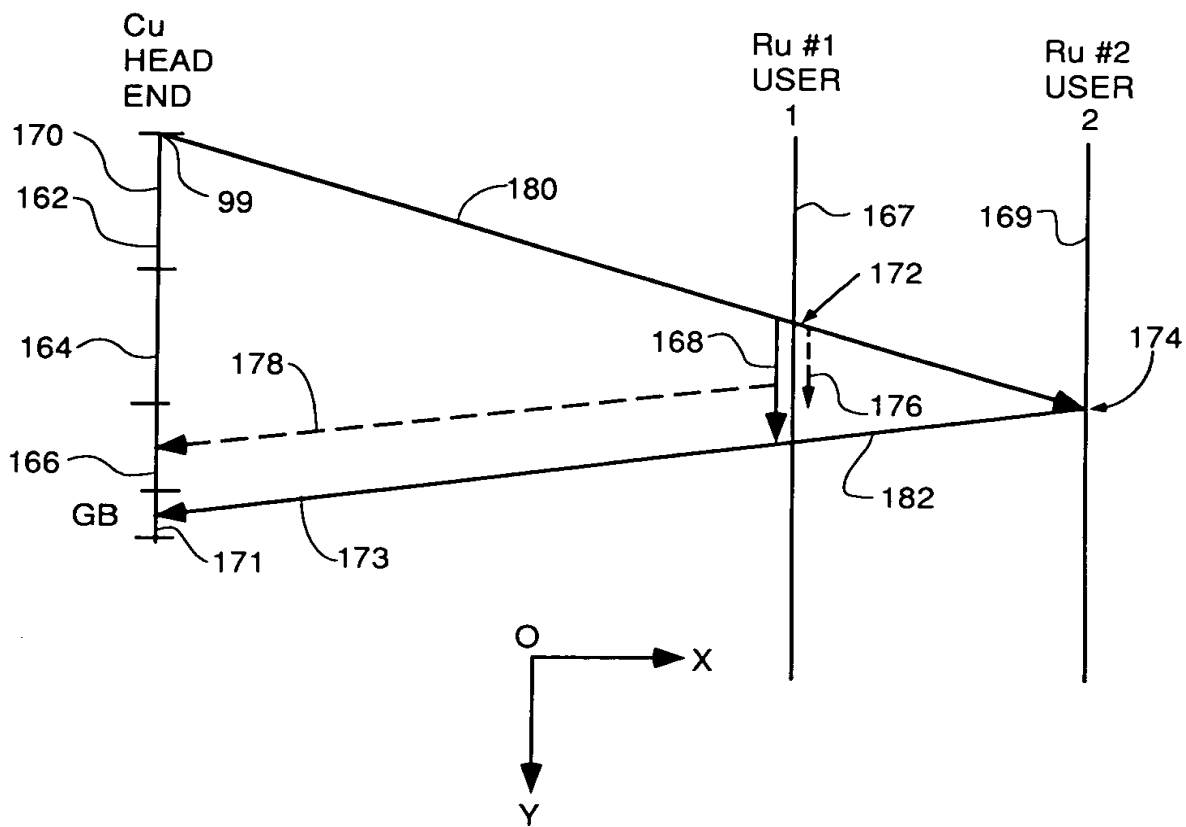


FIG. 2B

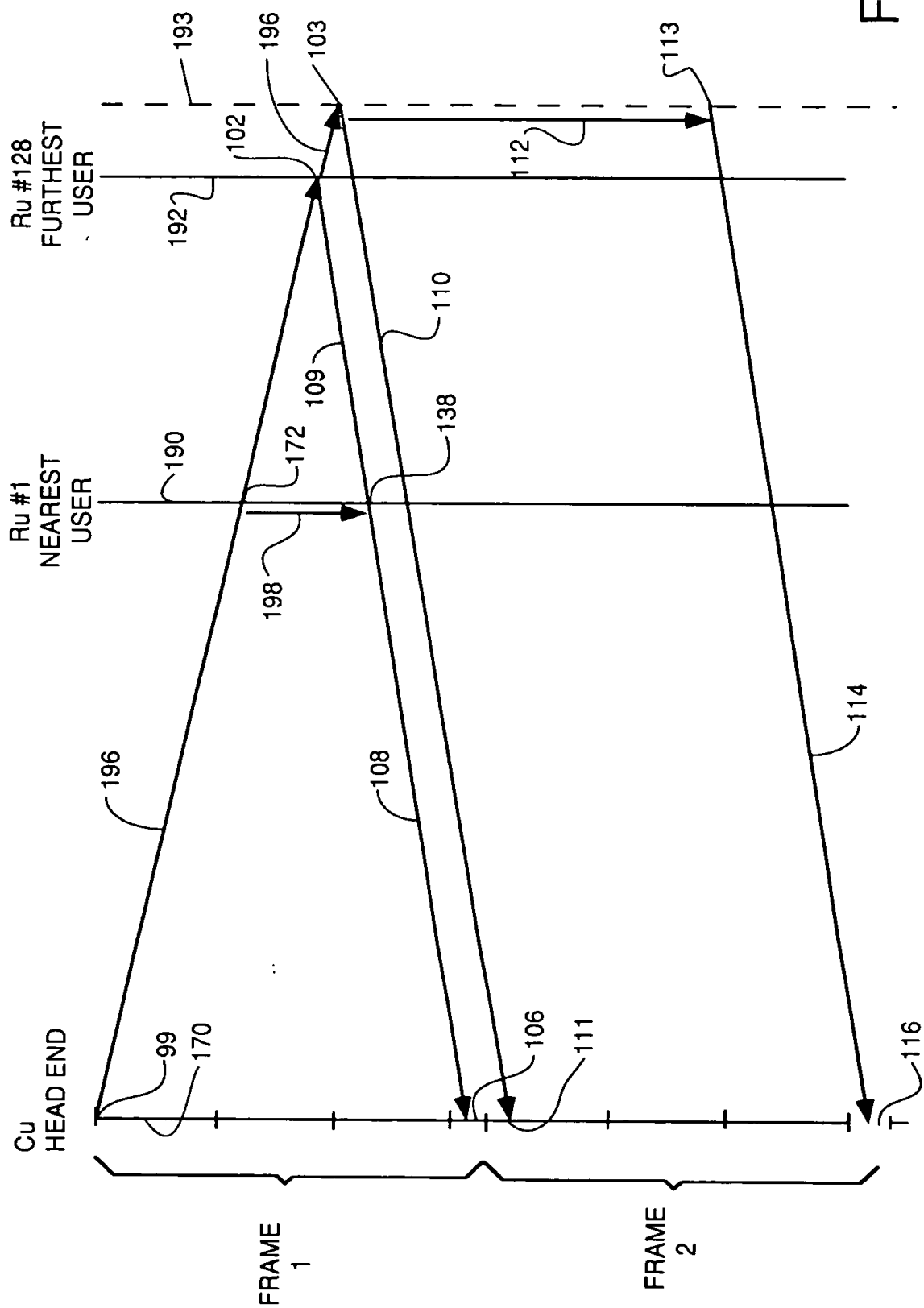


FIG. 3

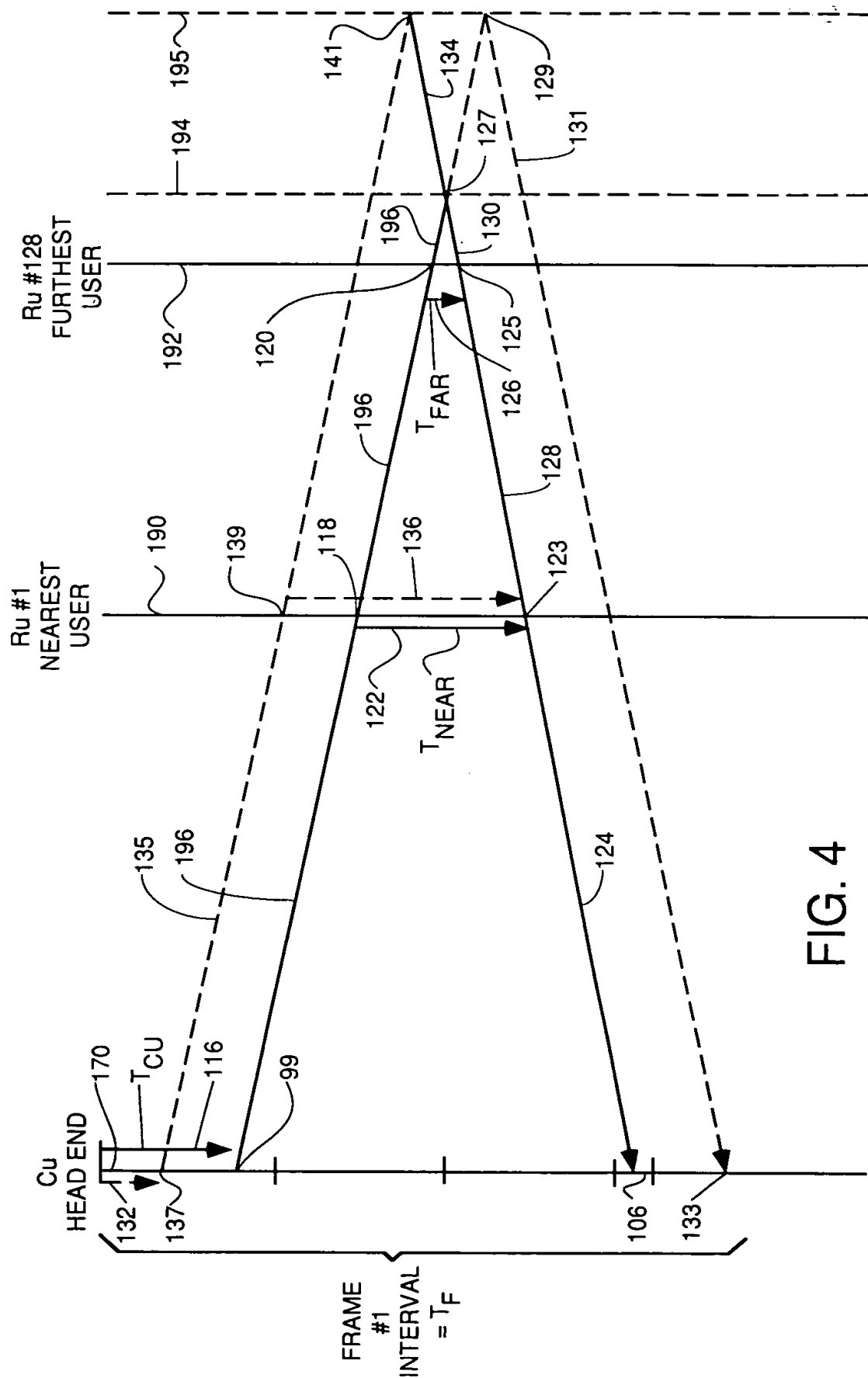
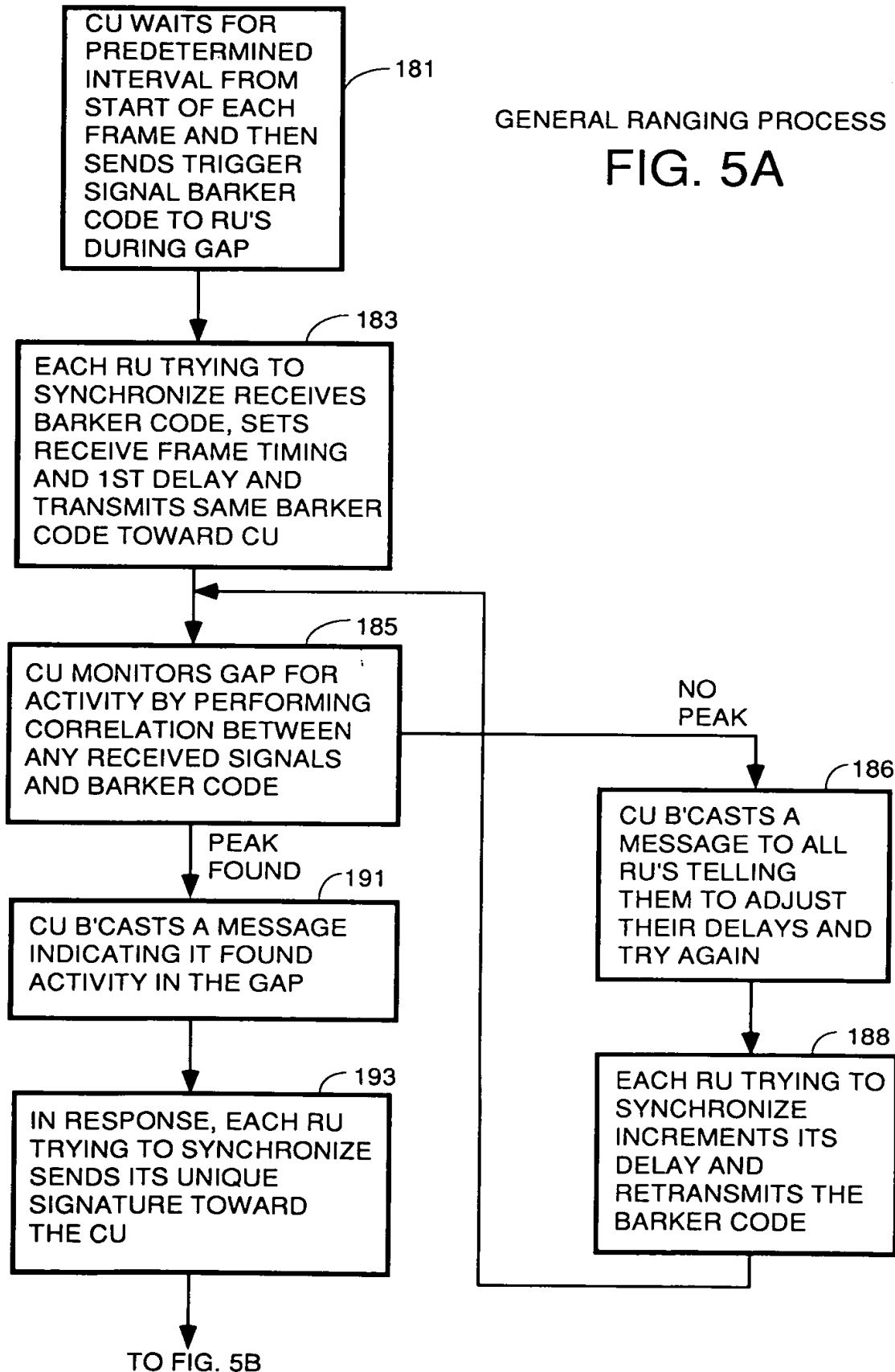


FIG. 4

GENERAL RANGING PROCESS

FIG. 5A



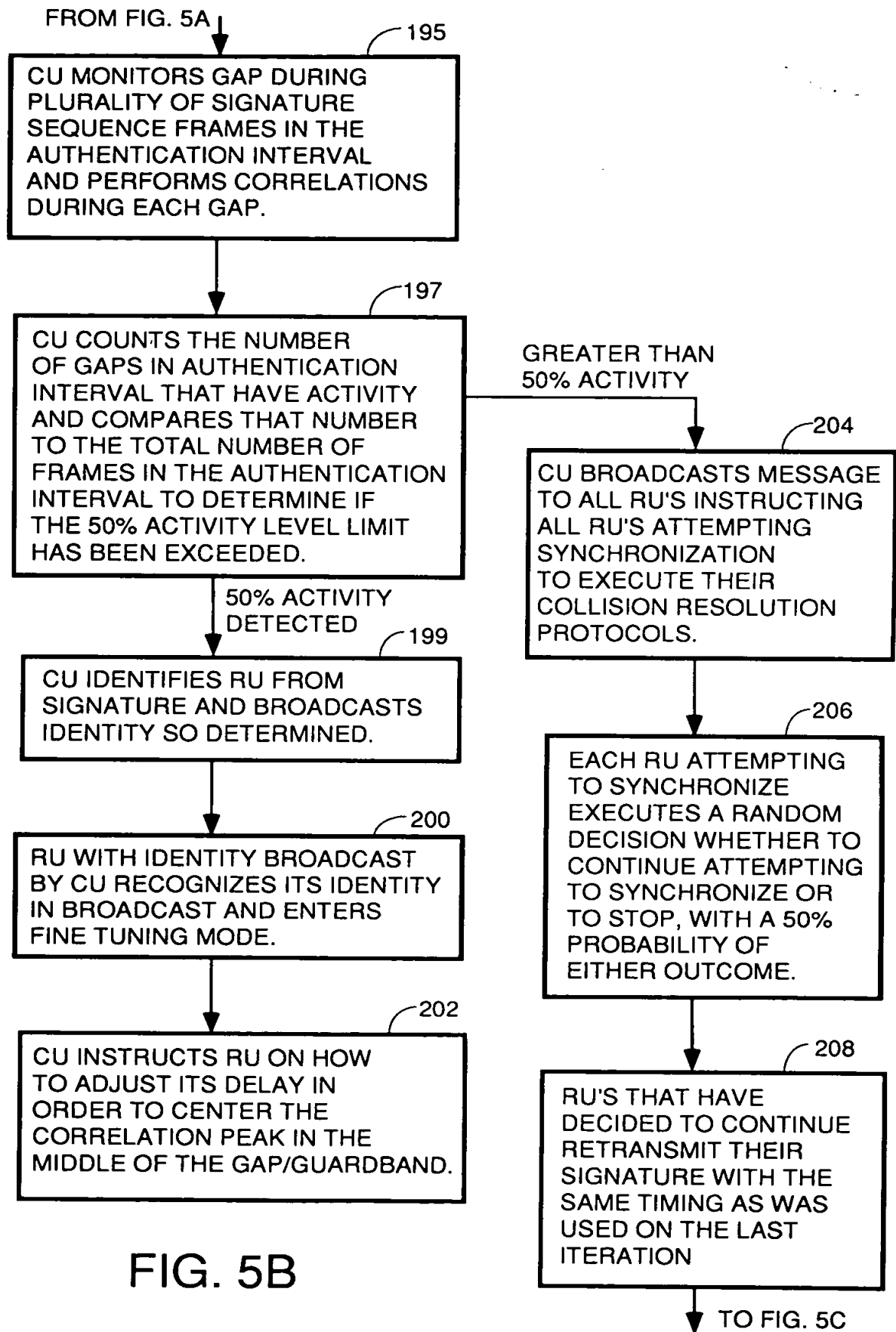


FIG. 5B

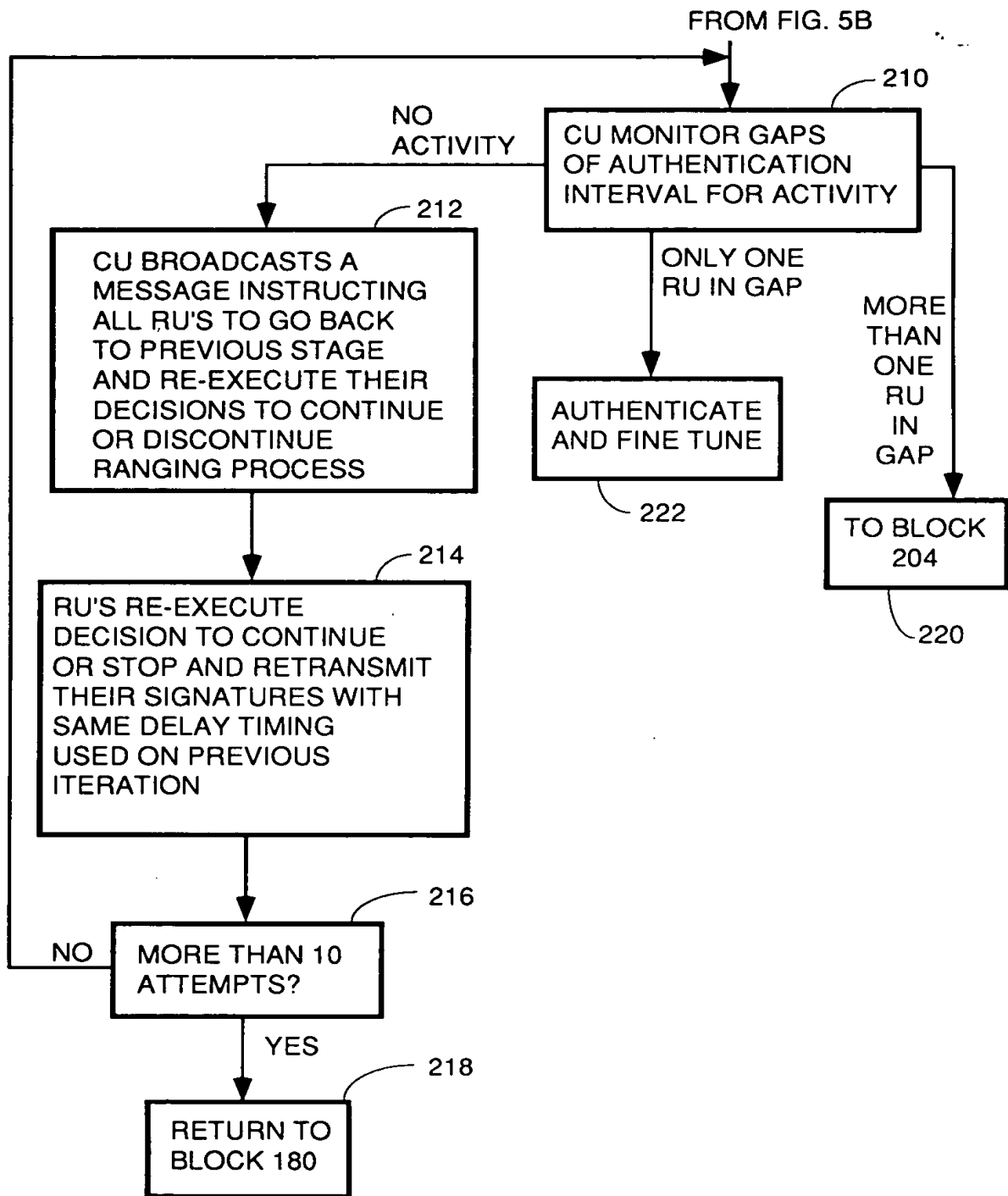


FIG. 5C

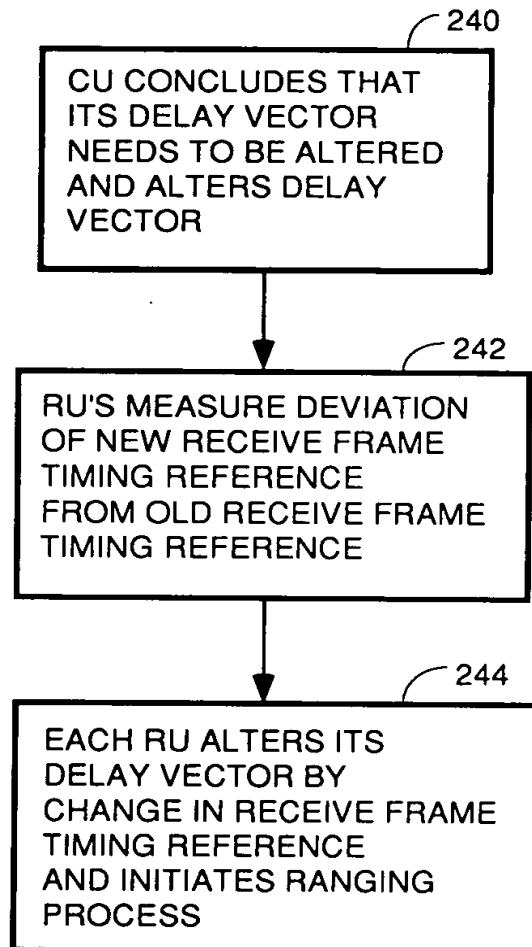


FIG. 6
DEAD RECKONING RE-SYNC

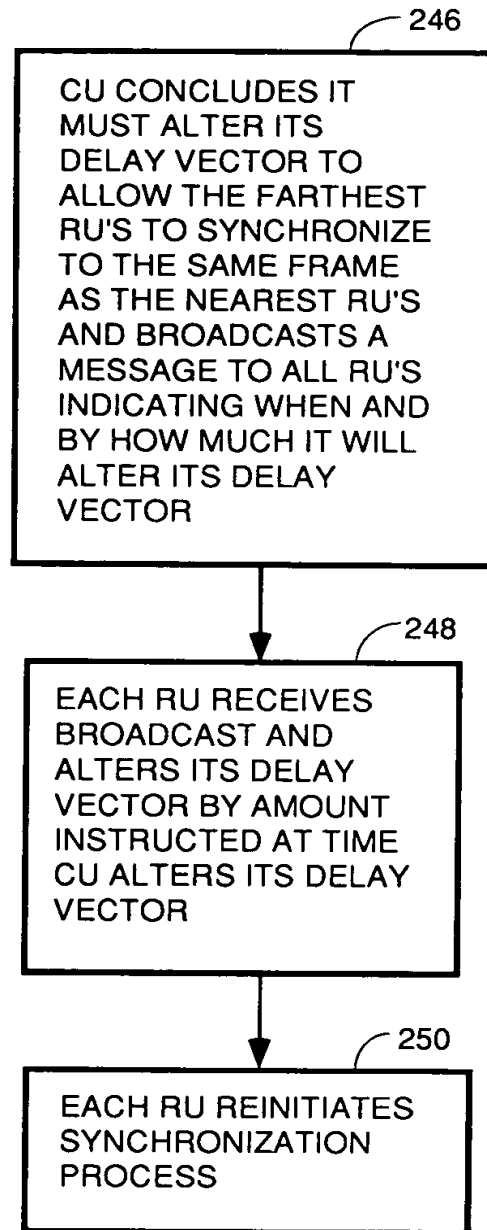
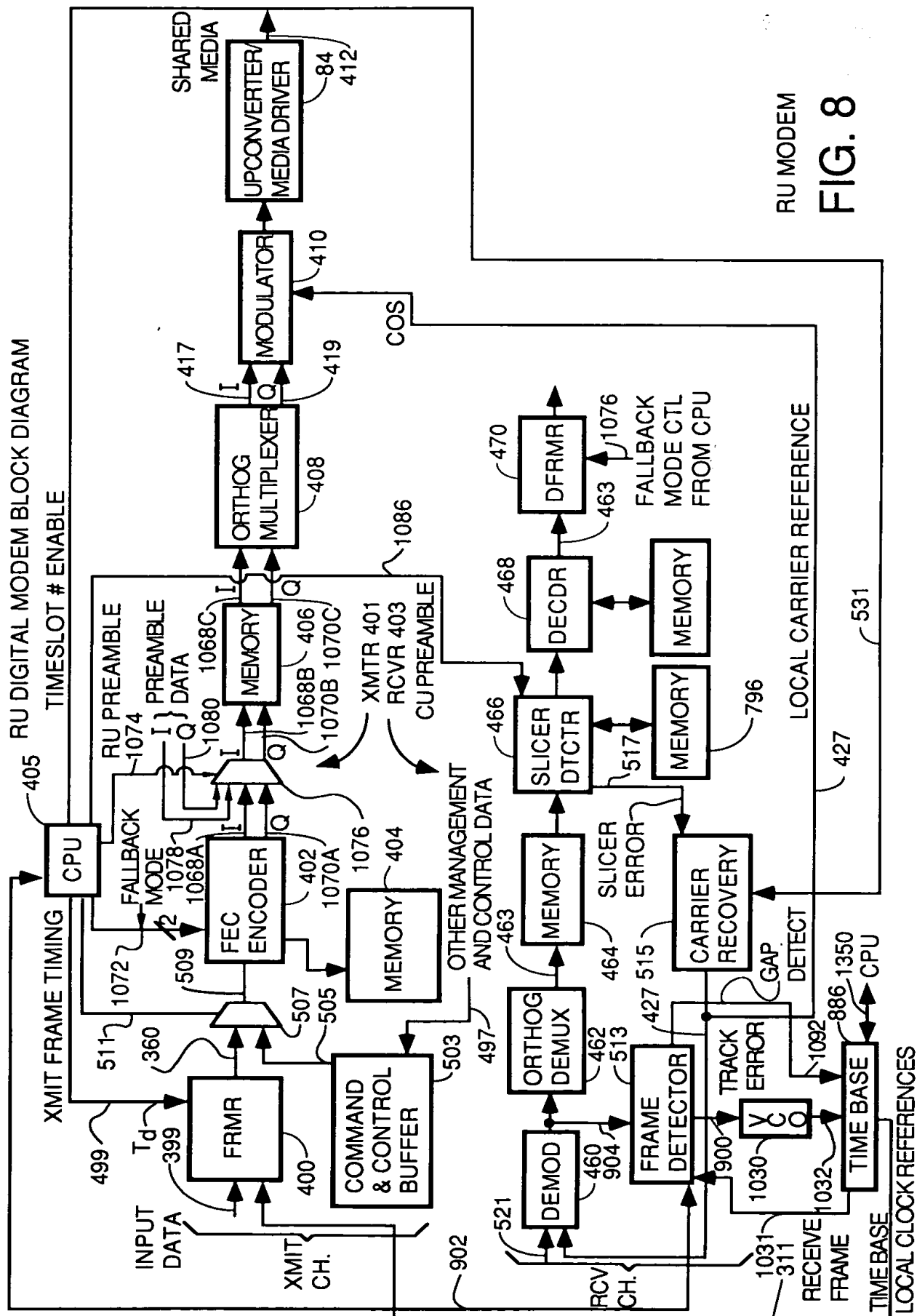


FIG. 7
PRECURSOR EMBODIMENT



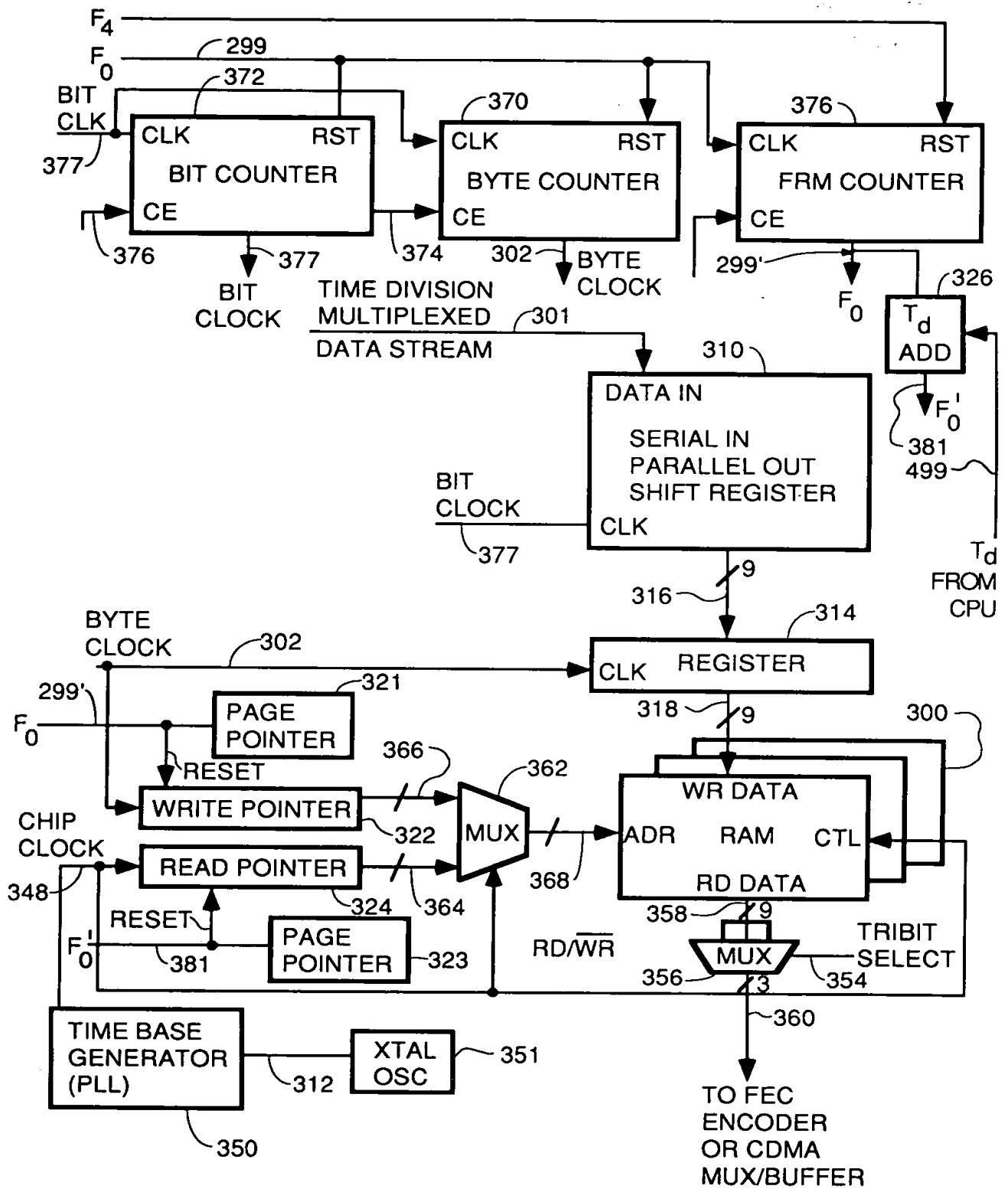


FIG. 9

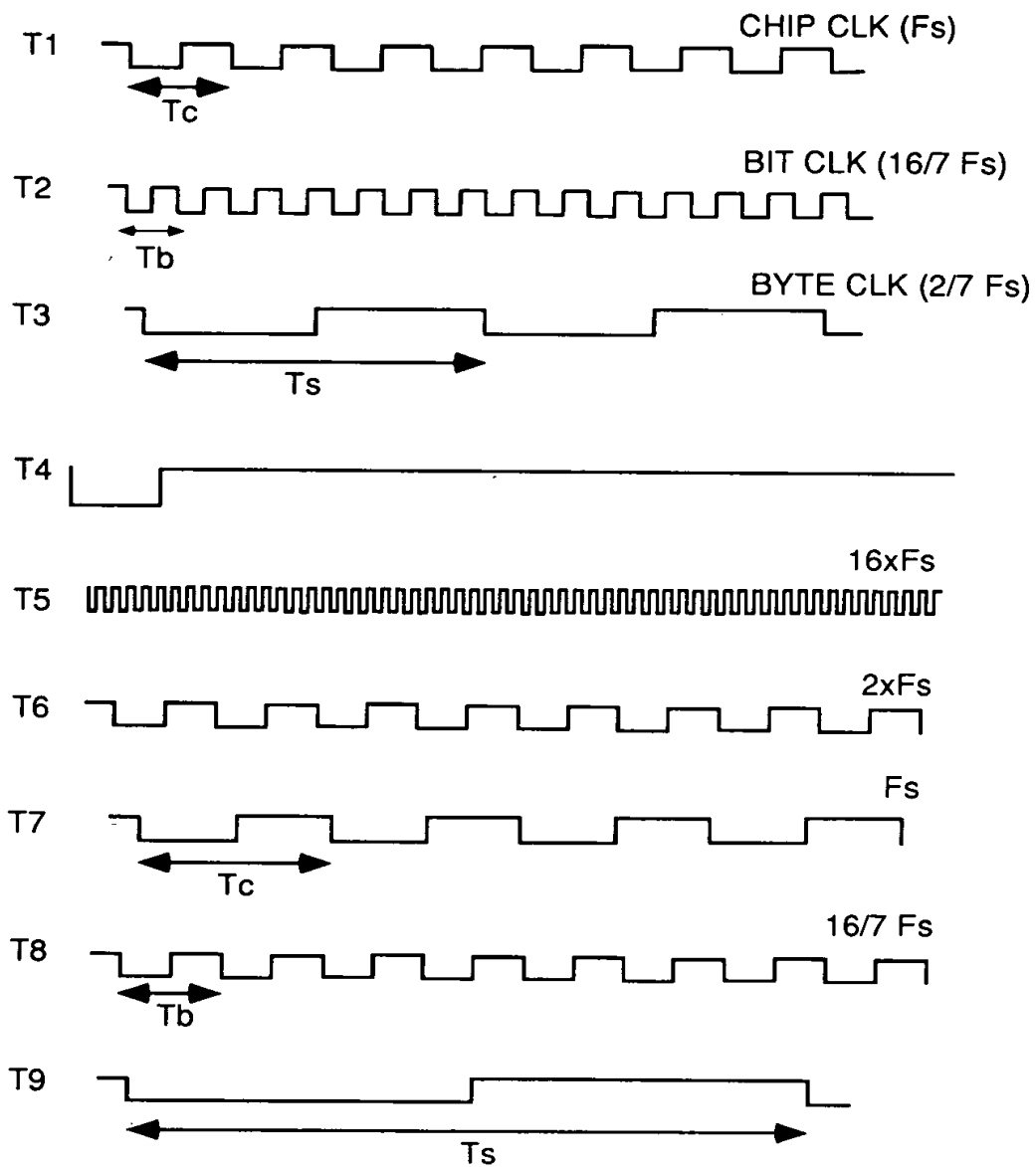


FIG. 10

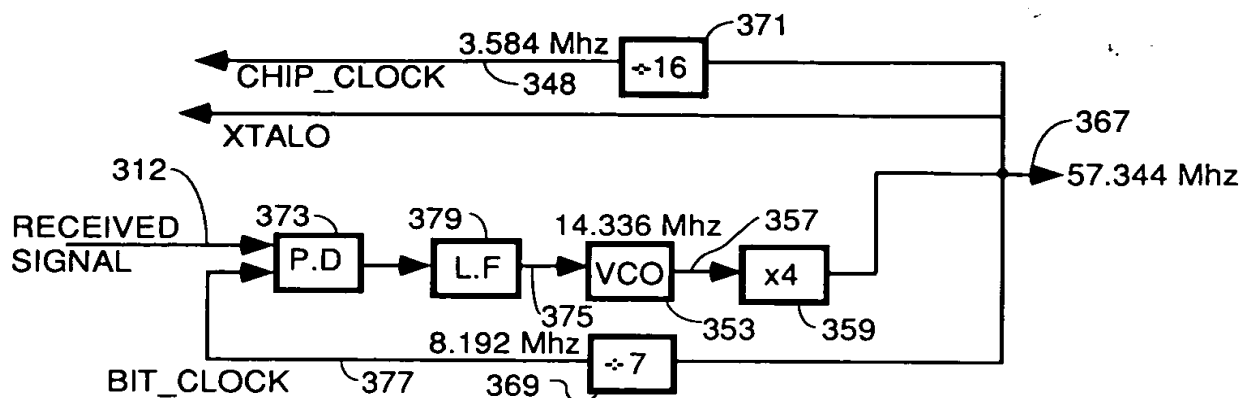


FIG. 11

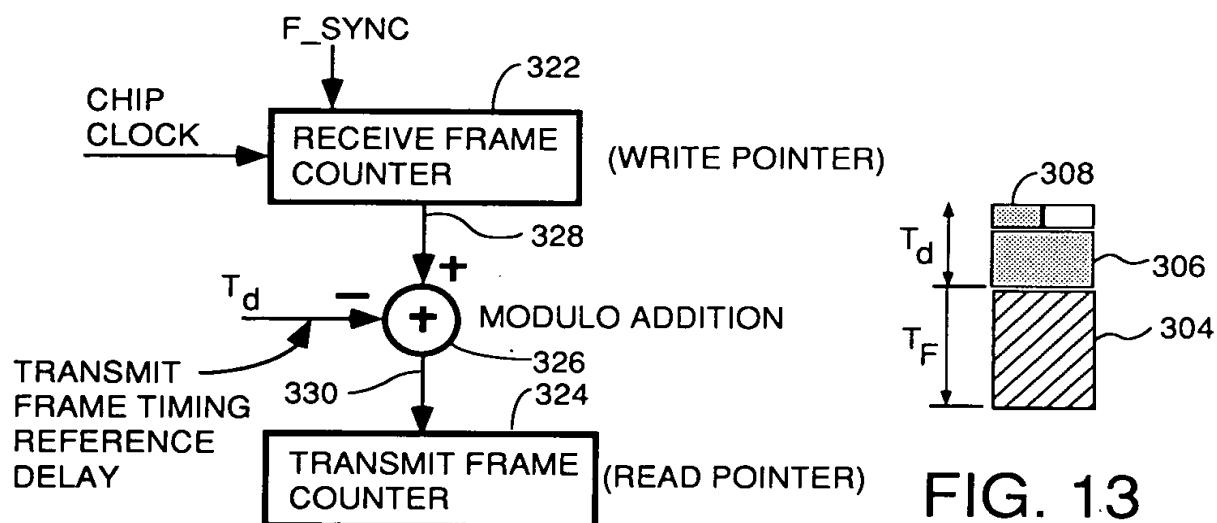


FIG. 12

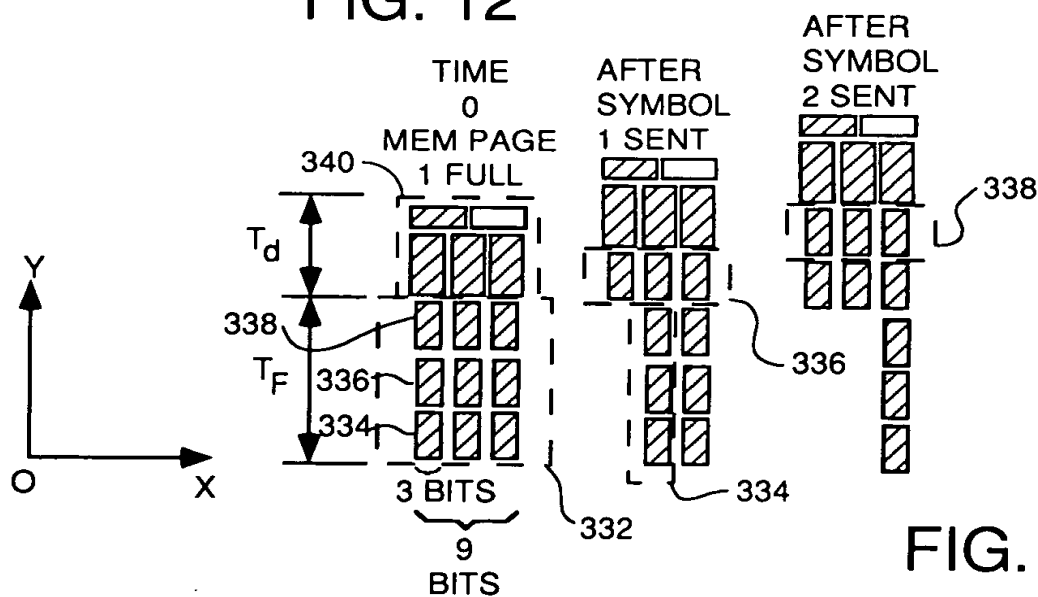


FIG. 14

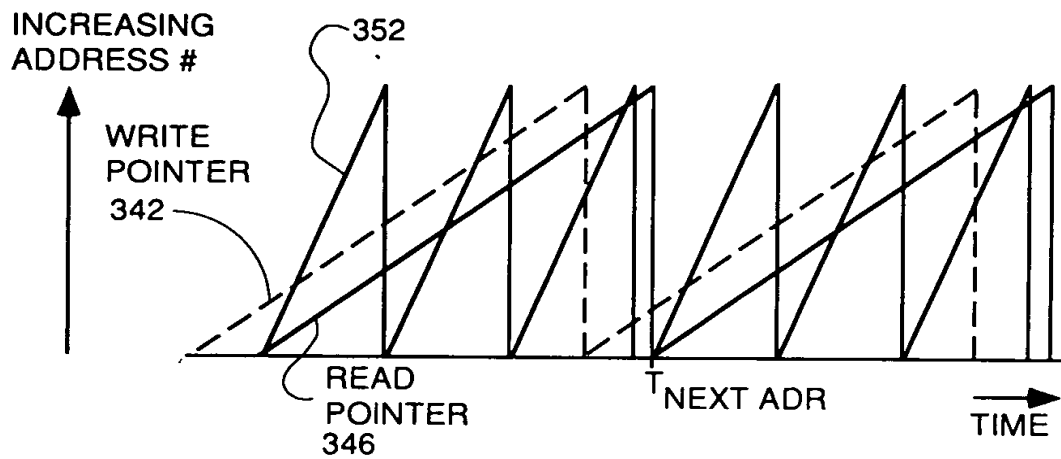


FIG. 15

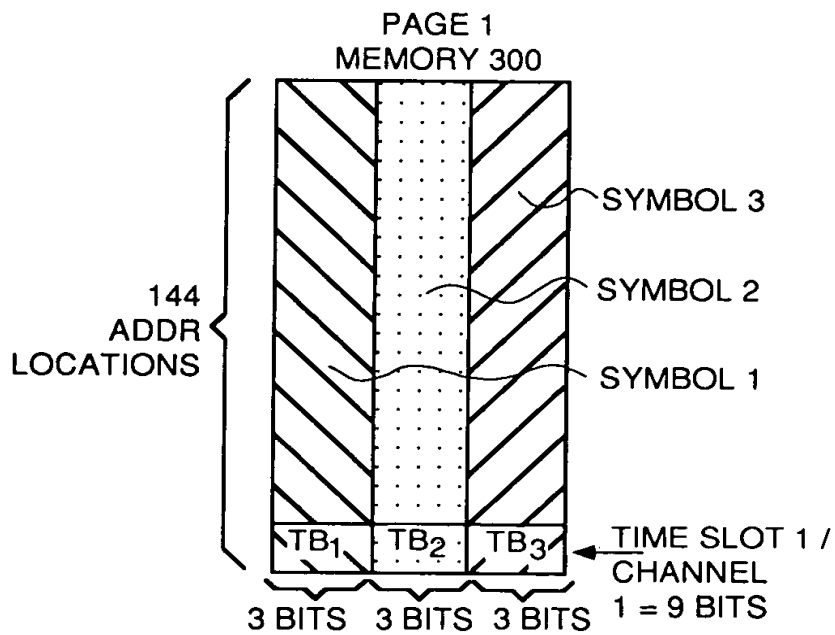
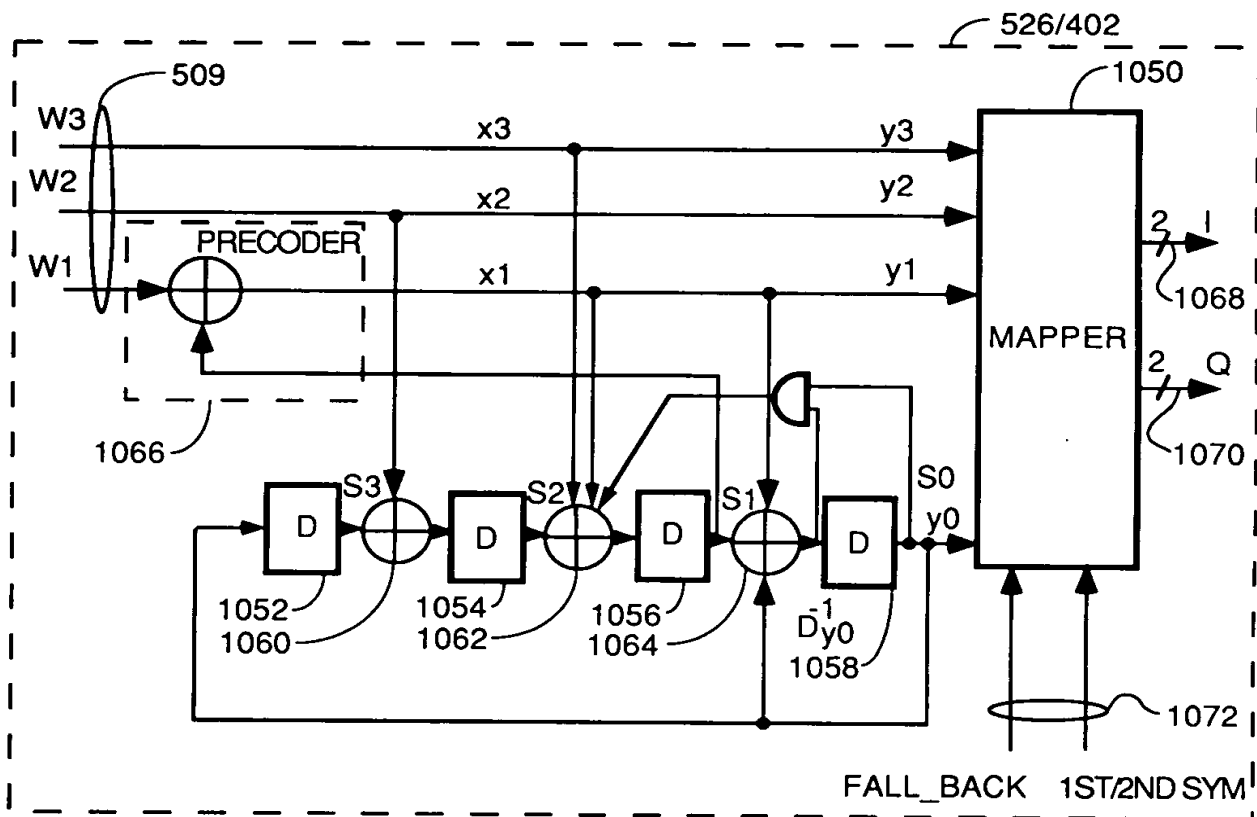


FIG. 16



PREFERRED TRELLIS ENCODER

FIG. 17

INFORMATION
VECTOR [B]
FOR EACH
SYMBOL

$$\begin{matrix} 483 \\ 481 \end{matrix} \begin{bmatrix} 0 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ \vdots & & & \end{bmatrix}$$

ORTHOGONAL
CODE MATRIX

$$\times \begin{bmatrix} C_{1,1} & C_{1,2} & \cdots & C_{1,144} \\ C_{2,1} & C_{2,2} & \cdots & C_{2,144} \\ \vdots & \vdots & & \vdots \end{bmatrix}$$

FIG. 20A

$$\begin{matrix} \text{REAL} \\ \text{PART OF} \\ \text{INFO} \\ \text{VECTOR} \\ \text{[b]} \text{ FOR} \\ \text{FIRST} \\ \text{SYMBOL} \end{matrix} \begin{matrix} 405 \\ \begin{bmatrix} +3 \\ -1 \\ -1 \\ +3 \end{bmatrix} \end{matrix} \cdot \begin{matrix} \begin{bmatrix} 1 & 1 & 1 & 1 \\ -1 & -1 & 1 & 1 \\ -1 & 1 & -1 & 1 \\ -1 & 1 & 1 & -1 \end{bmatrix} \\ 407 \end{matrix} = \begin{matrix} \begin{bmatrix} 4 \\ 0 \\ 0 \\ -8 \end{bmatrix} \\ 409 \end{matrix}$$

$\begin{bmatrix} b_{\text{REAL}} \end{bmatrix} \times \begin{bmatrix} \text{CODE MATRIX} \end{bmatrix} = \begin{bmatrix} R_{\text{REAL}} \end{bmatrix} = \text{"CHIPS OUT" ARRAY-REAL}$

FIG. 20B

MAPPING FOR FALL-BACK MODE - LSB'S

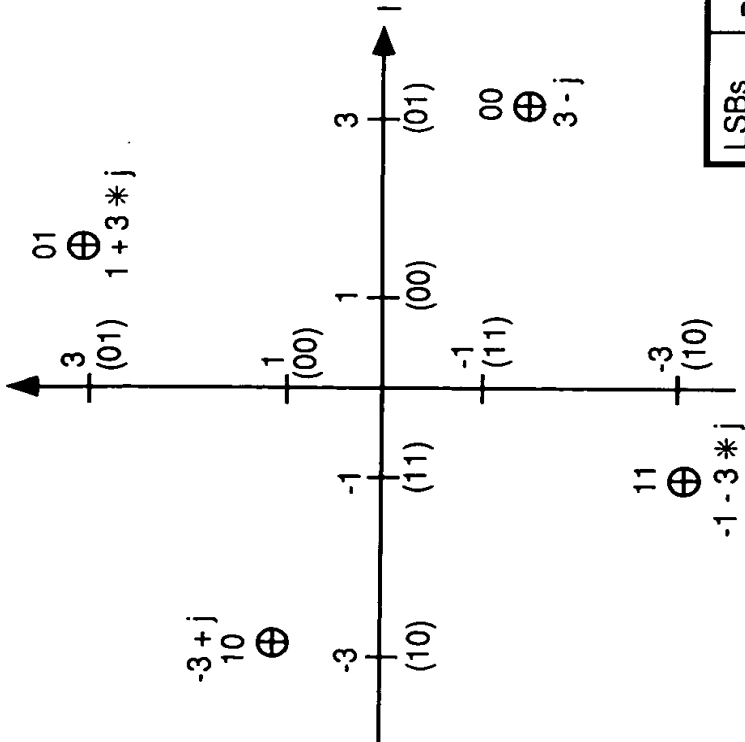


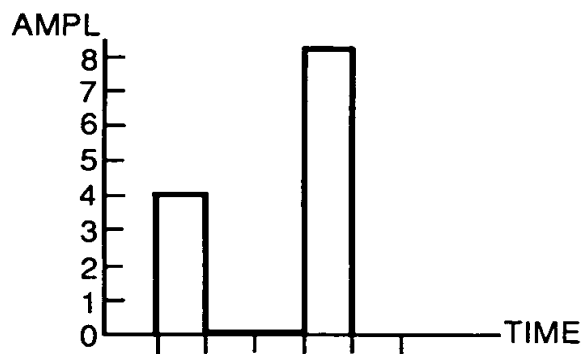
FIG. 21

LSBs y1 y0	PHASE	1+jQ
00	0	3-j
01	90	1+j3
10	180	-3+j
11	-90	-1-j3

MSBs y3 y2	PHASE difference (2nd-1st symbol)	1+jQ WHEN LSB=00	1+jQ WHEN LSB=01	1+jQ WHEN LSB=10	1+jQ WHEN LSB=11
00	0	3-j	1+j3	-3+j	-1-j3
01	90	1+j3	-3+j	-1-j3	3-j
10	180	-3+j	-1-j3	3-j	1+j3
11	-90	-1-j3	3-j	1+j3	-3+j

LSB & MSB FALLBACK MODE MAPPINGS

FIG. 22



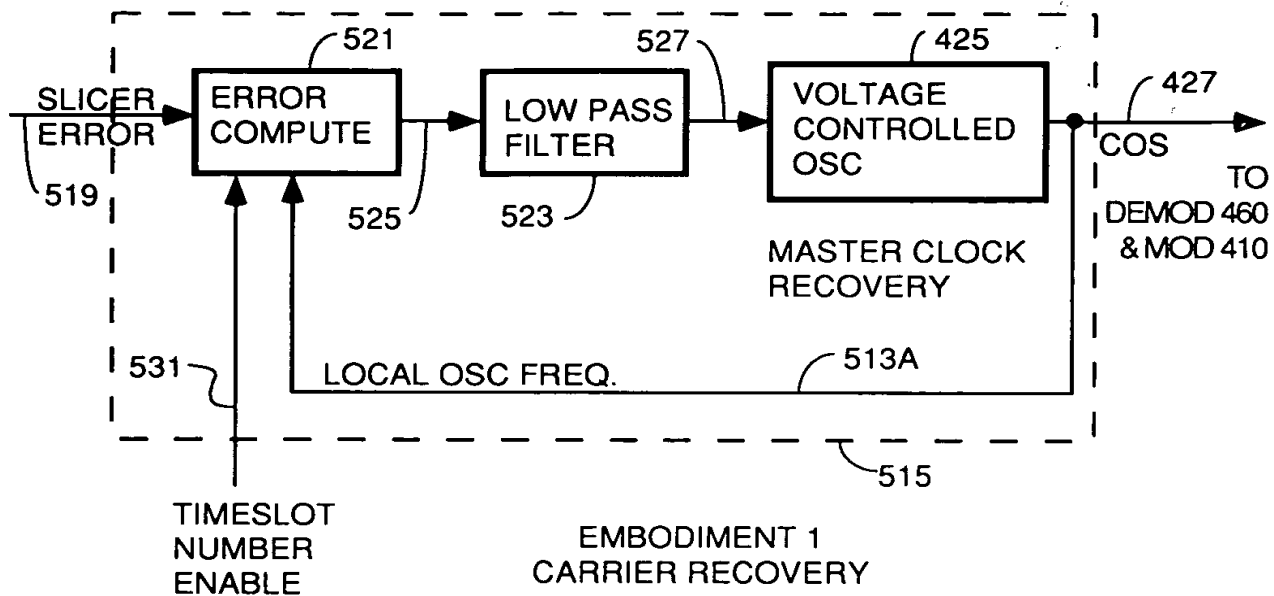


FIG. 25

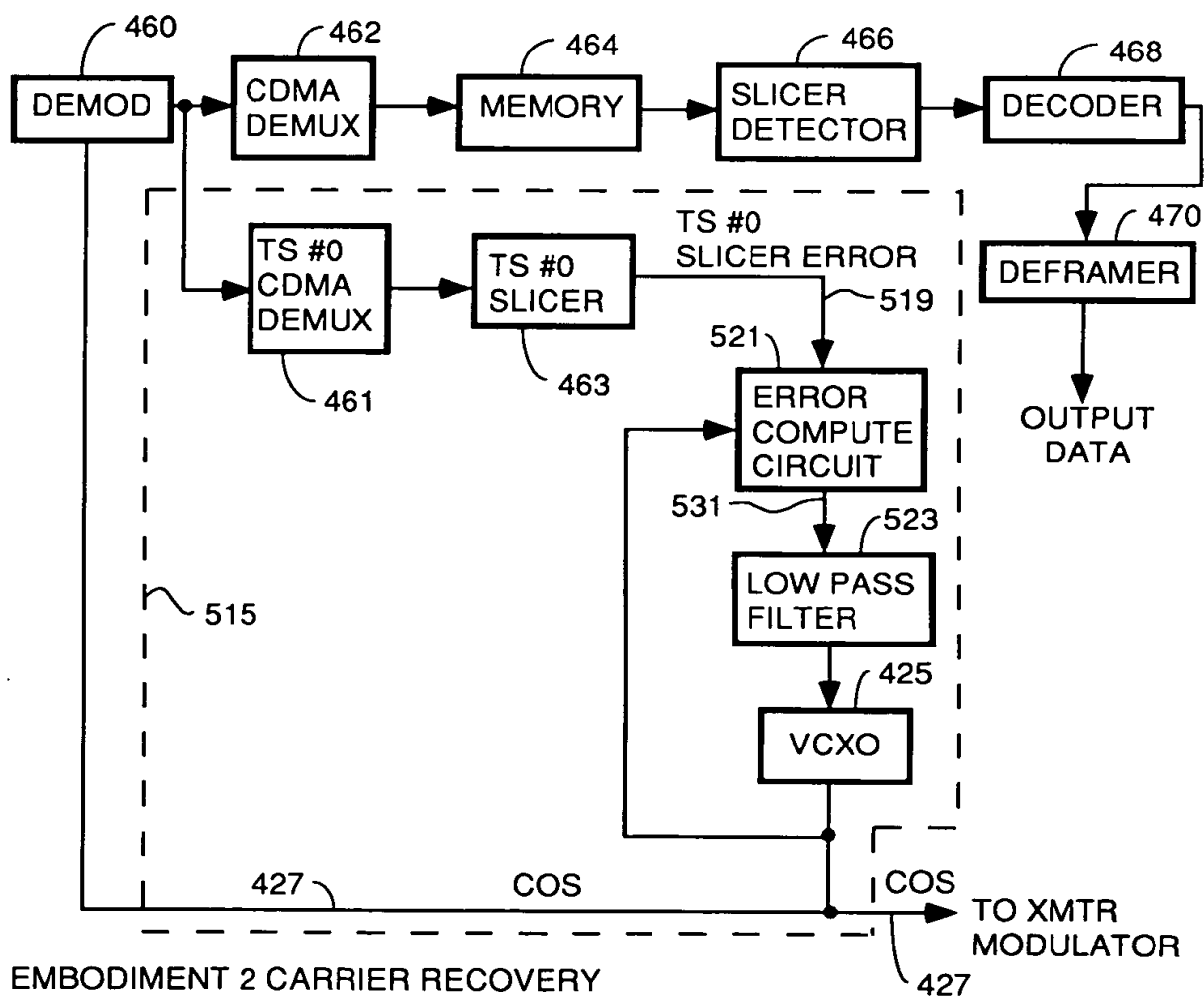


FIG. 26

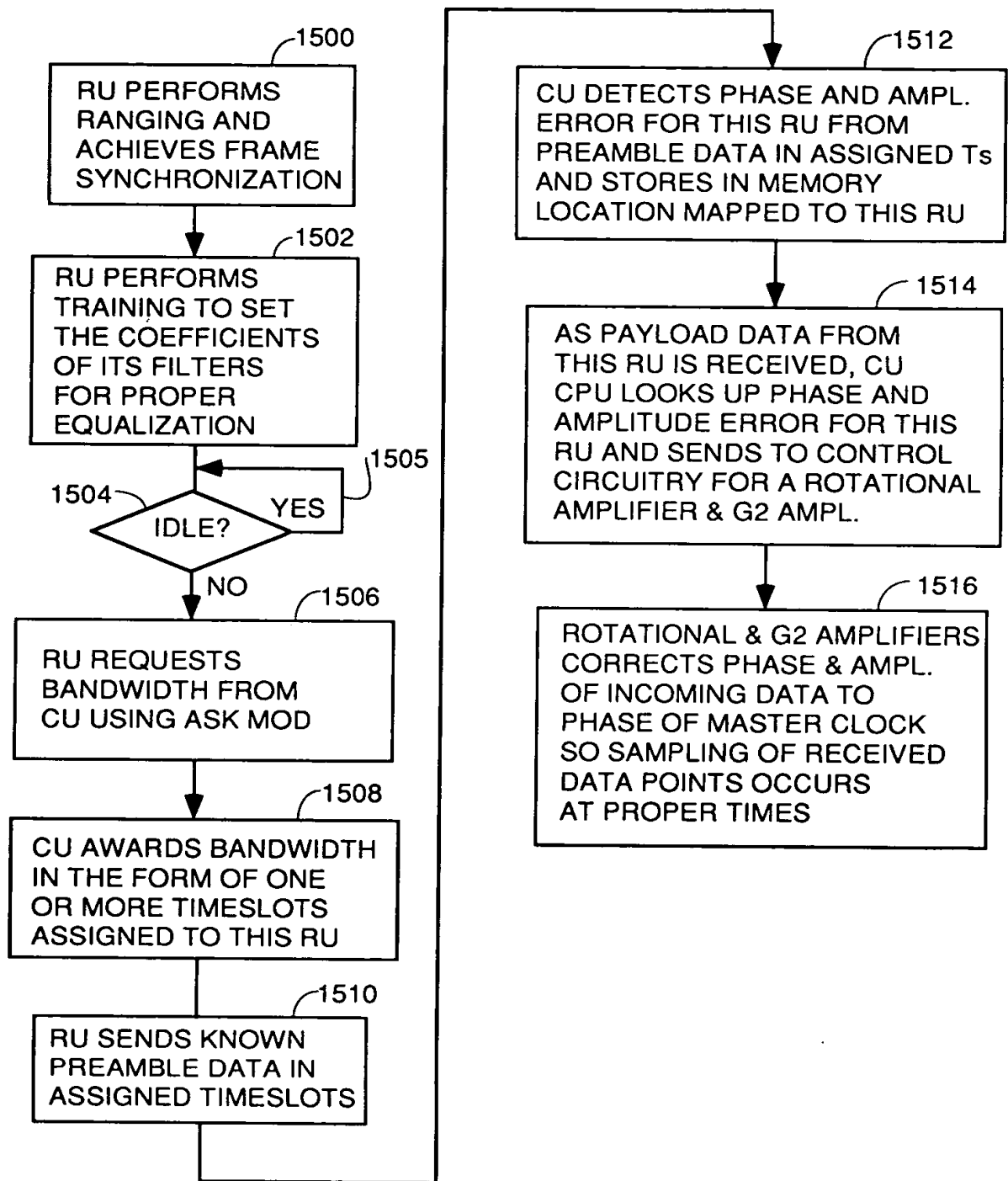
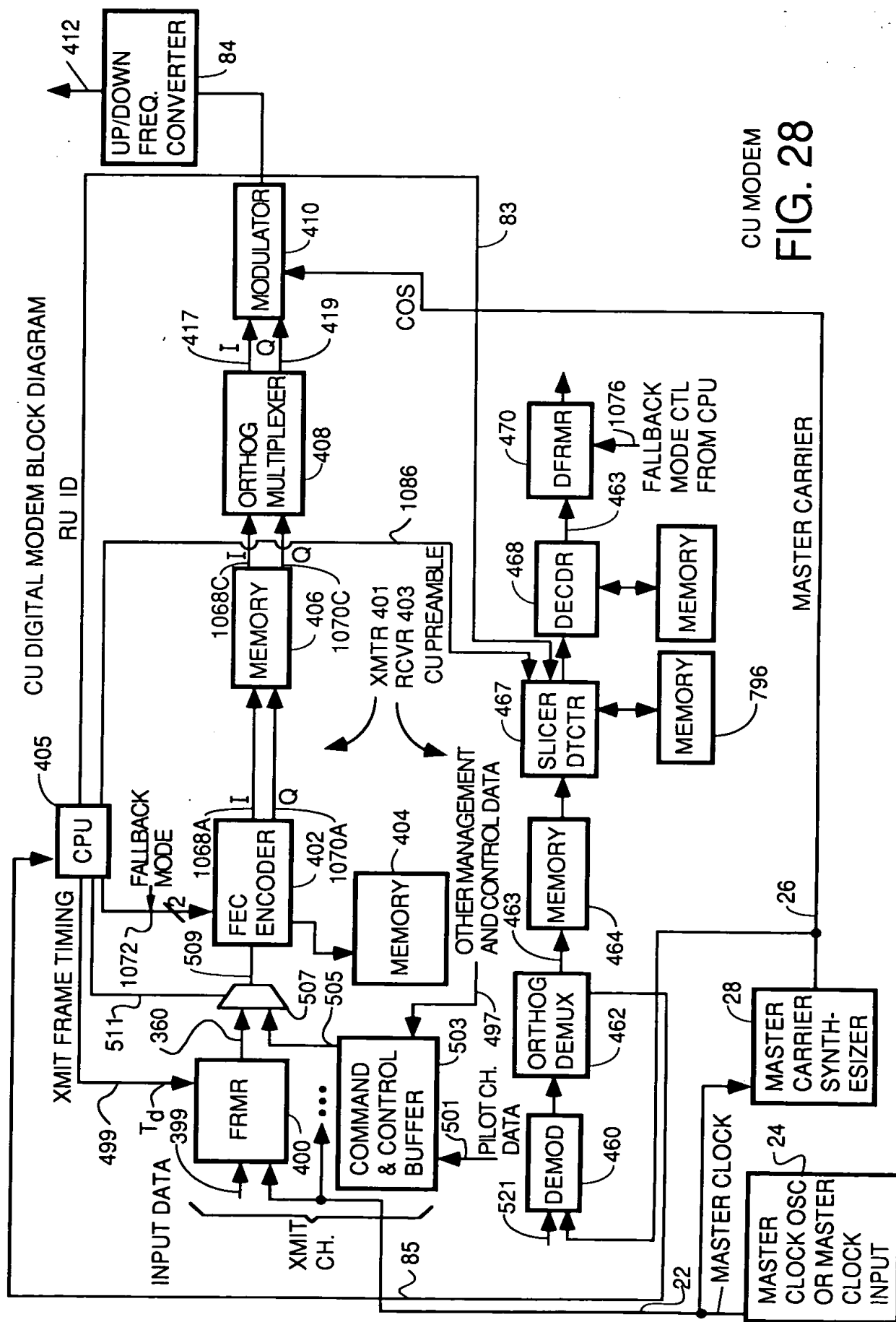


FIG. 27



CU MODEM
FIG. 28

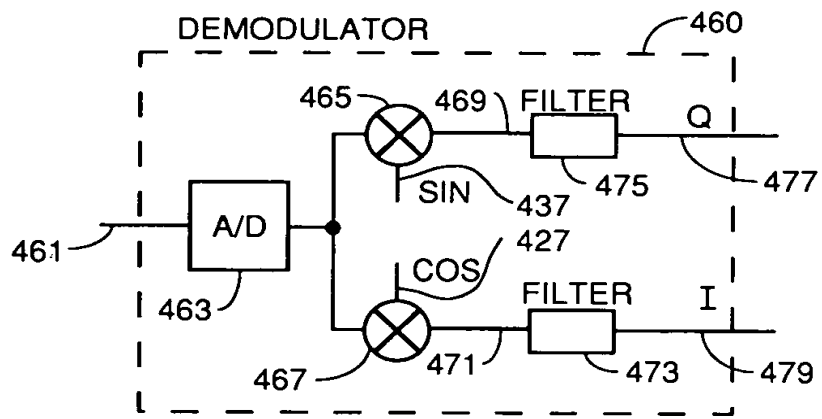
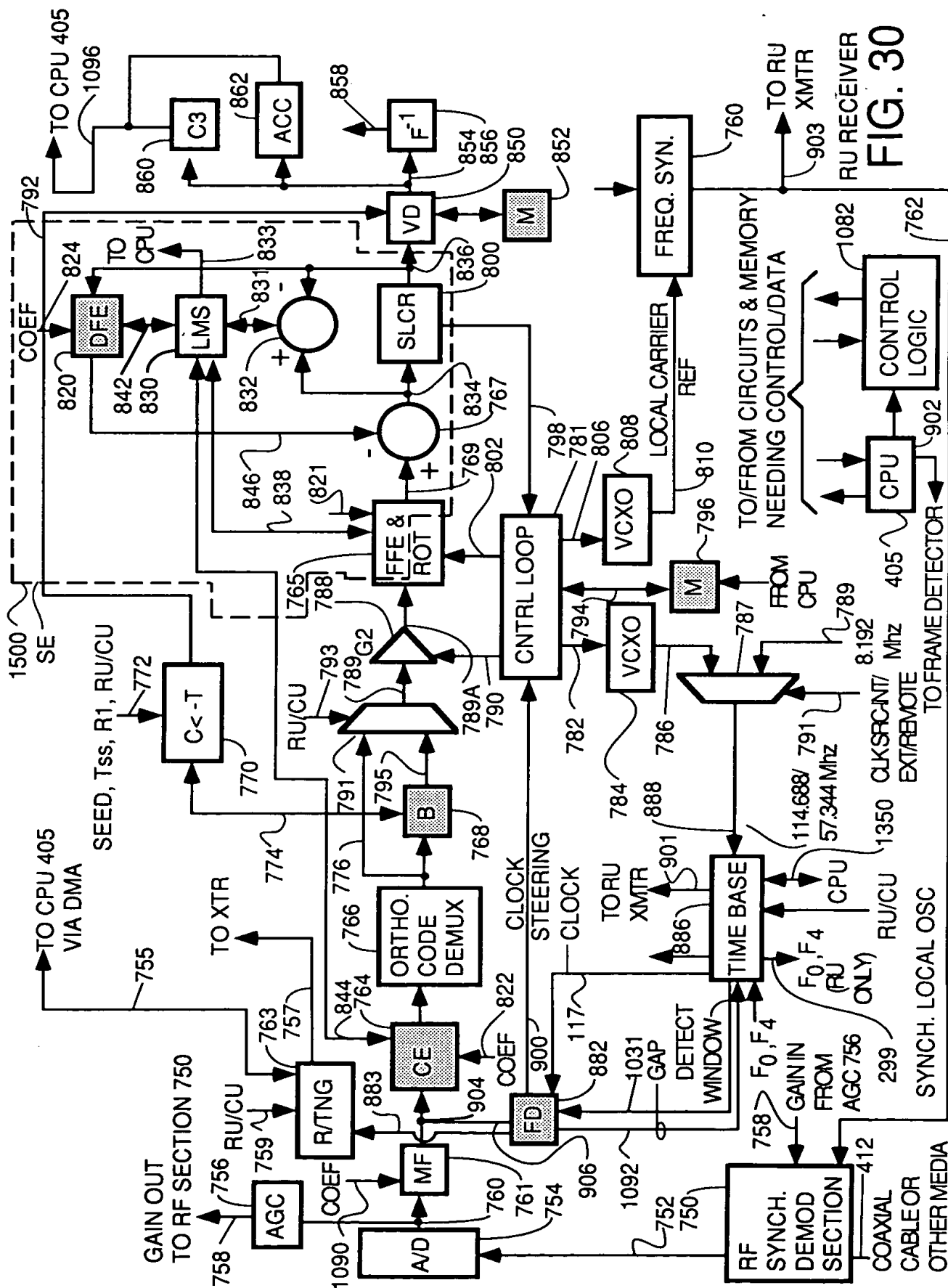
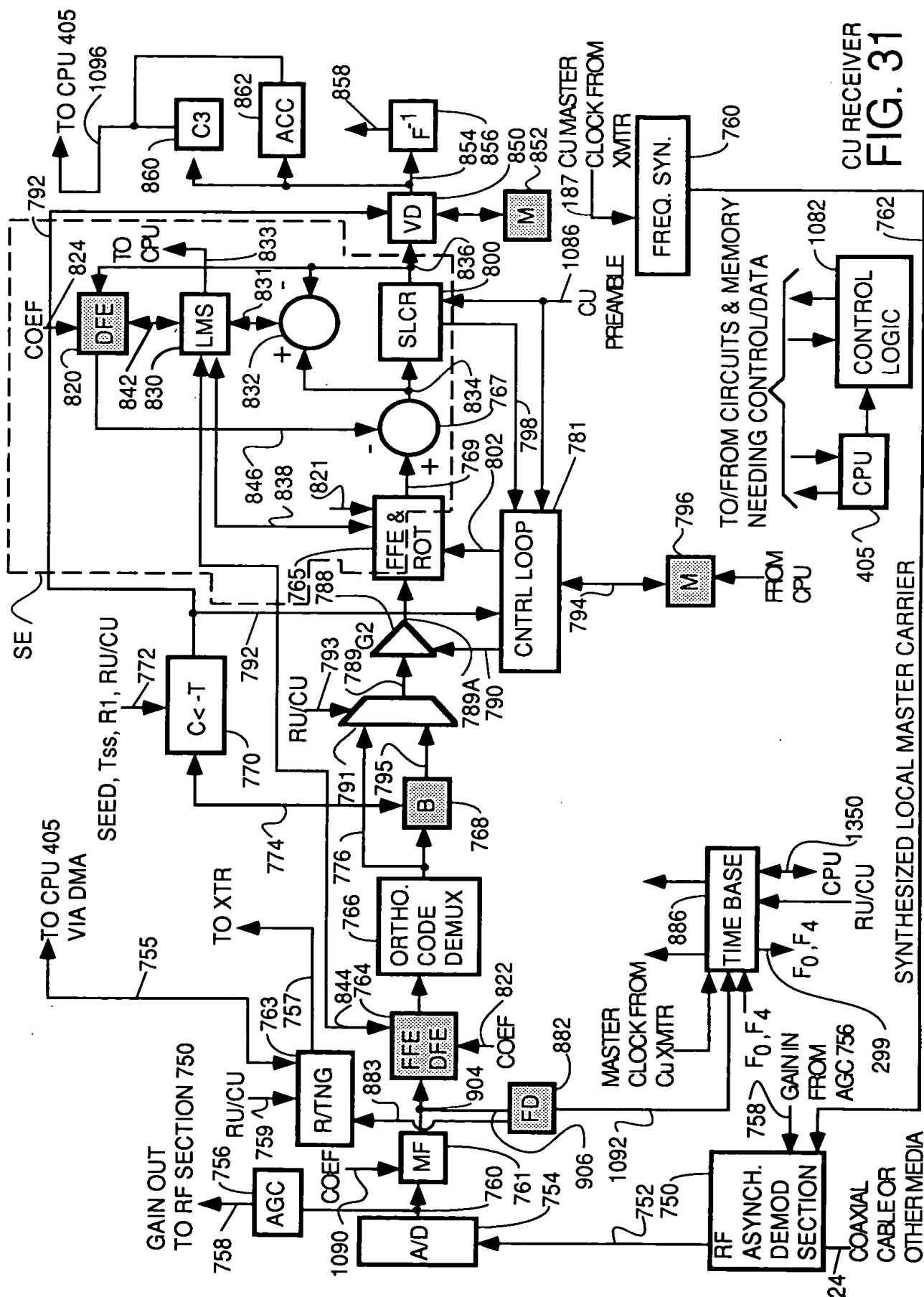
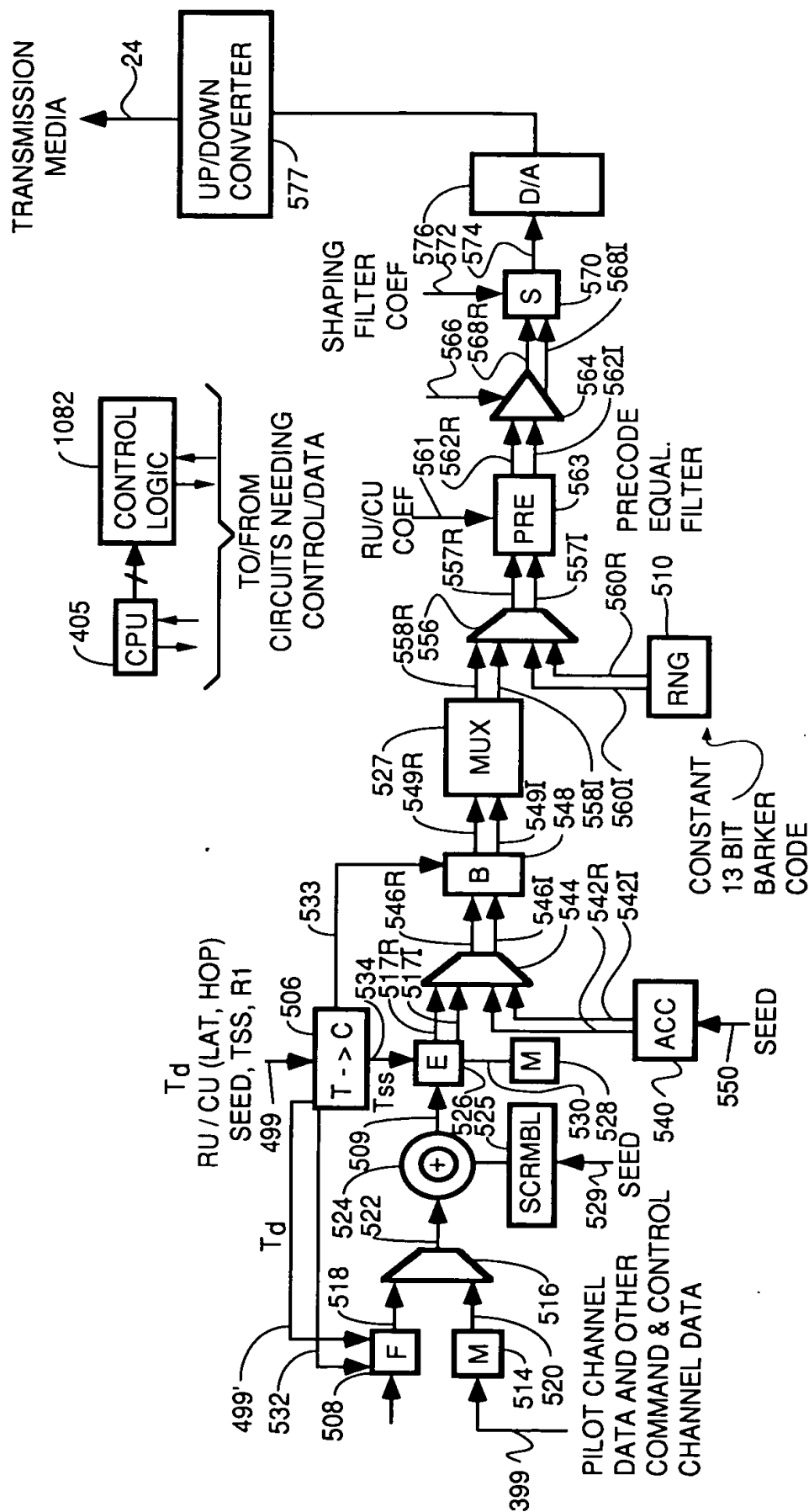


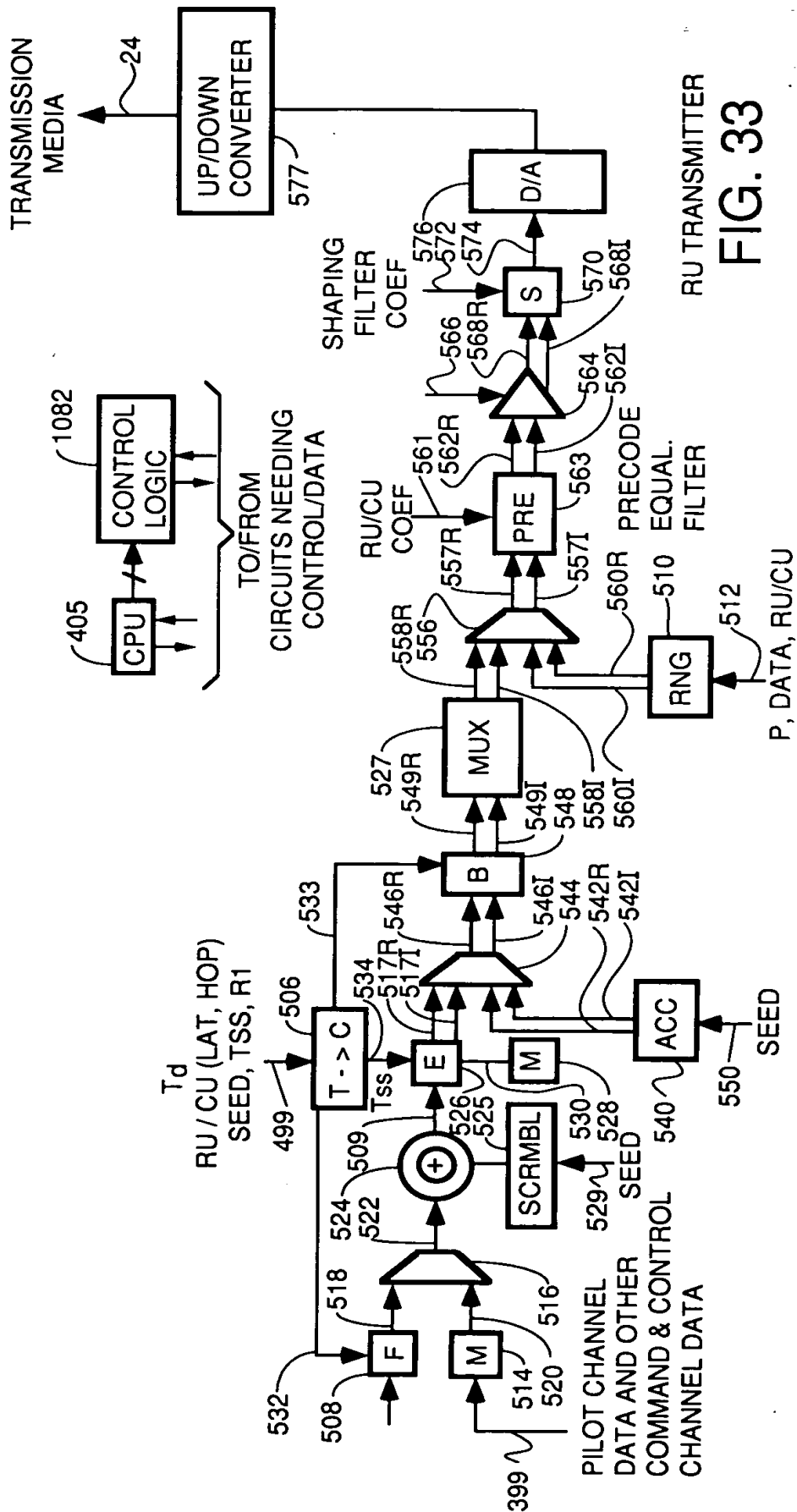
FIG. 29







CU TRANSMITTER
FIG. 32



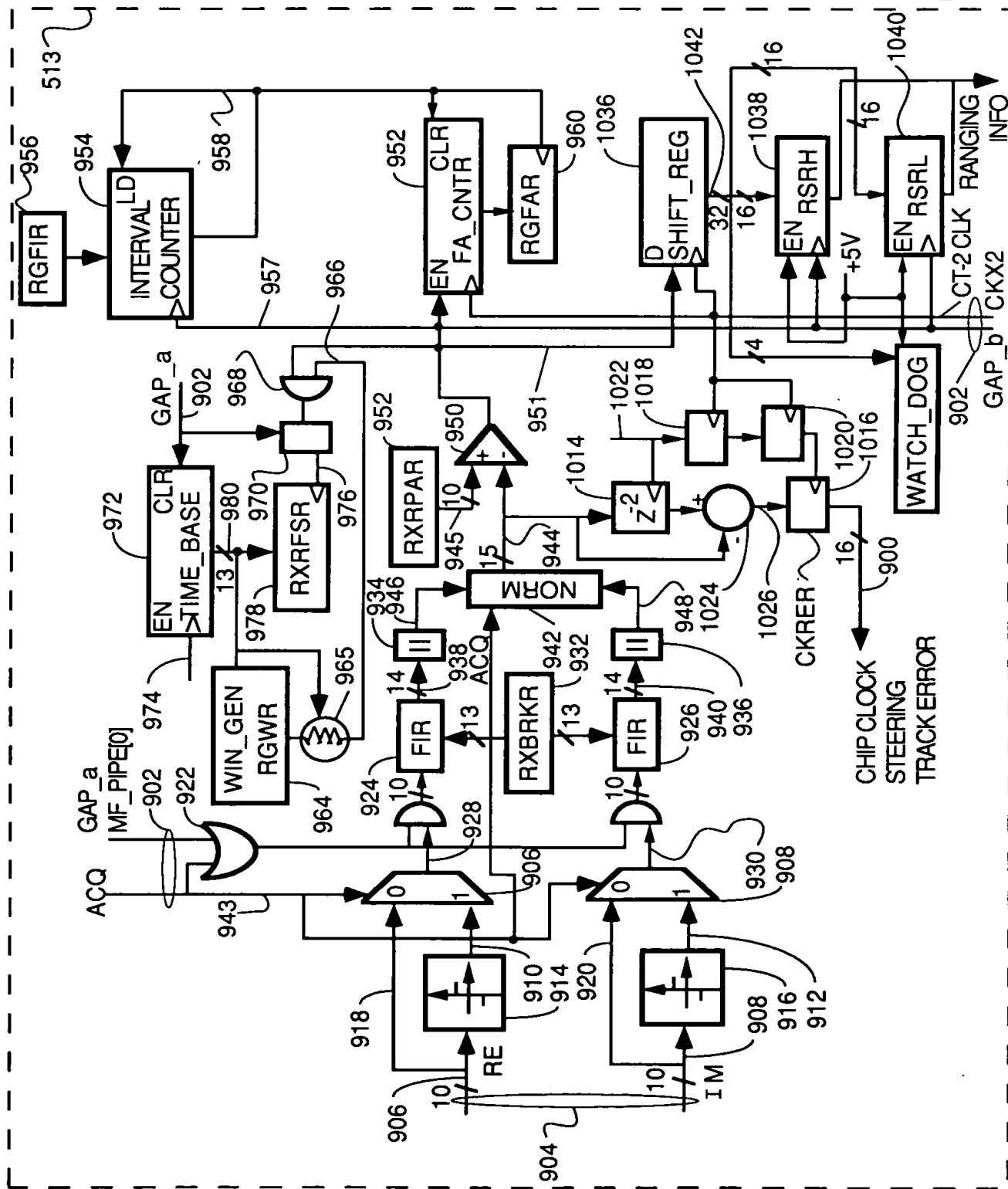


FIG. 34

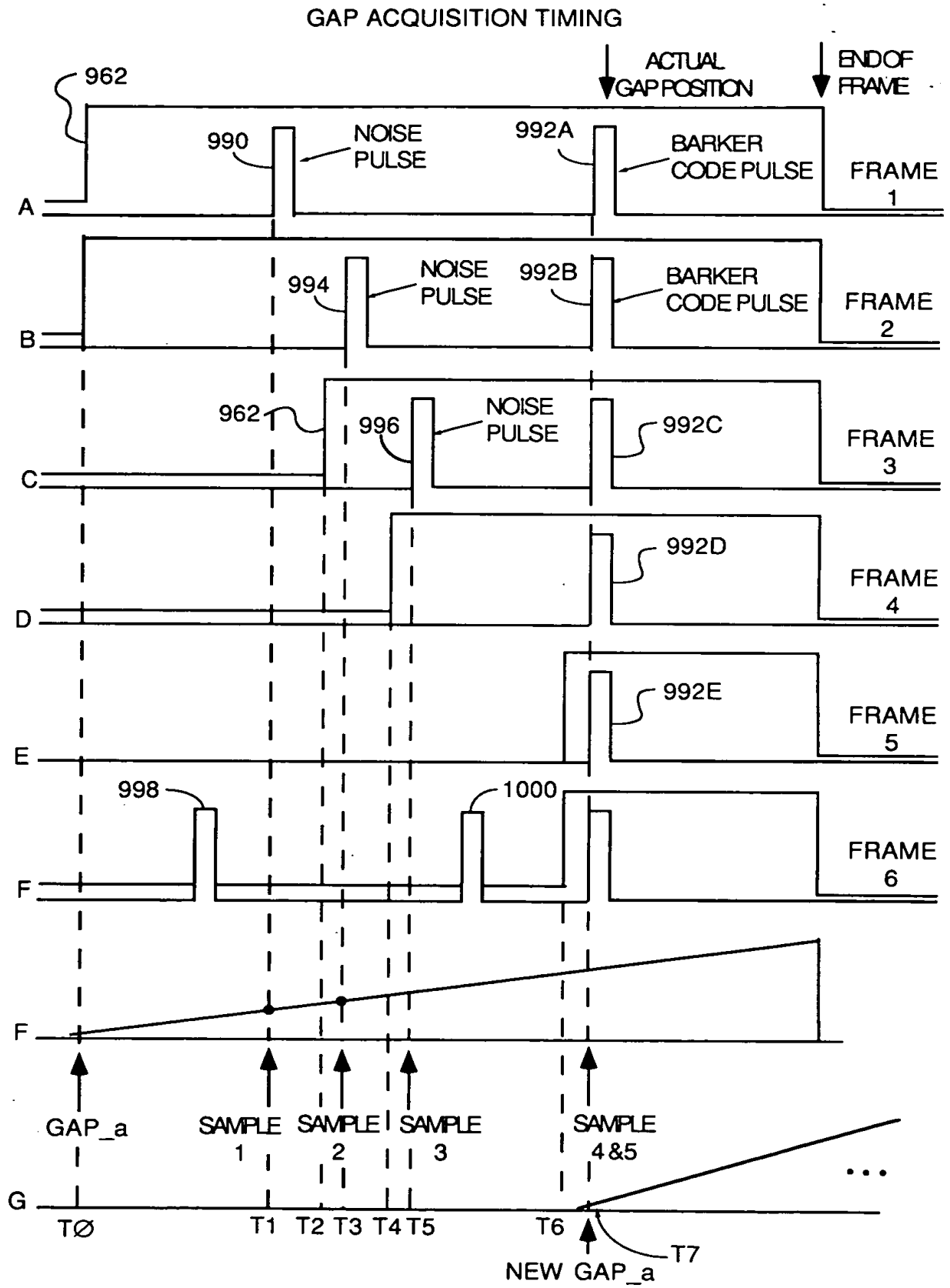


FIG. 35

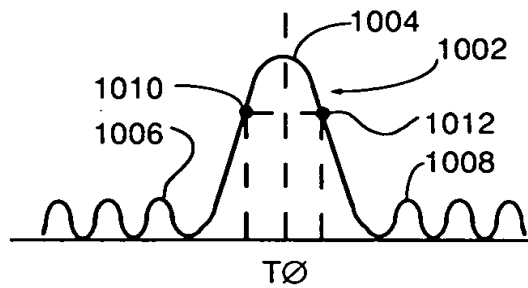


FIG. 36

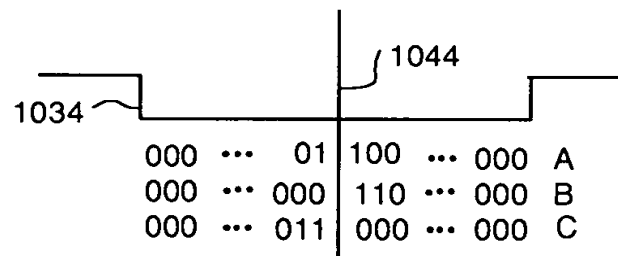


FIG. 37
FINE TUNING TO
CENTER BARKER CODE

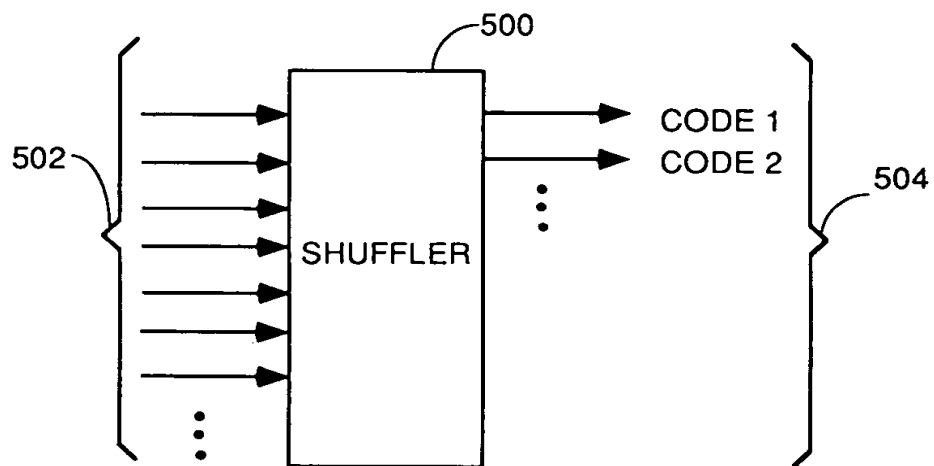
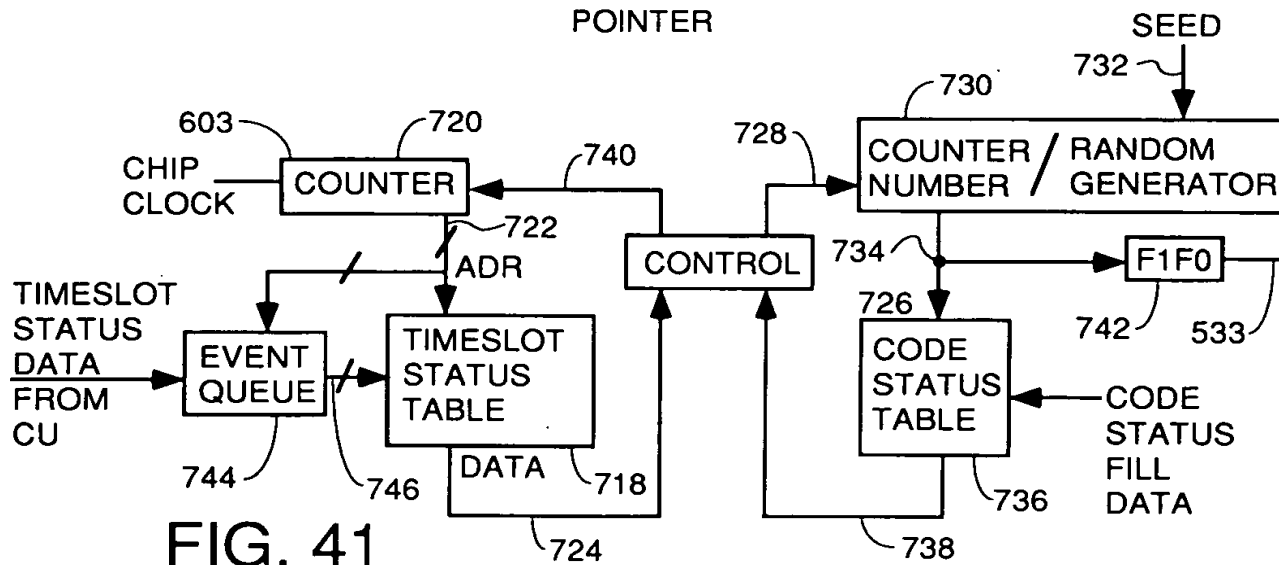
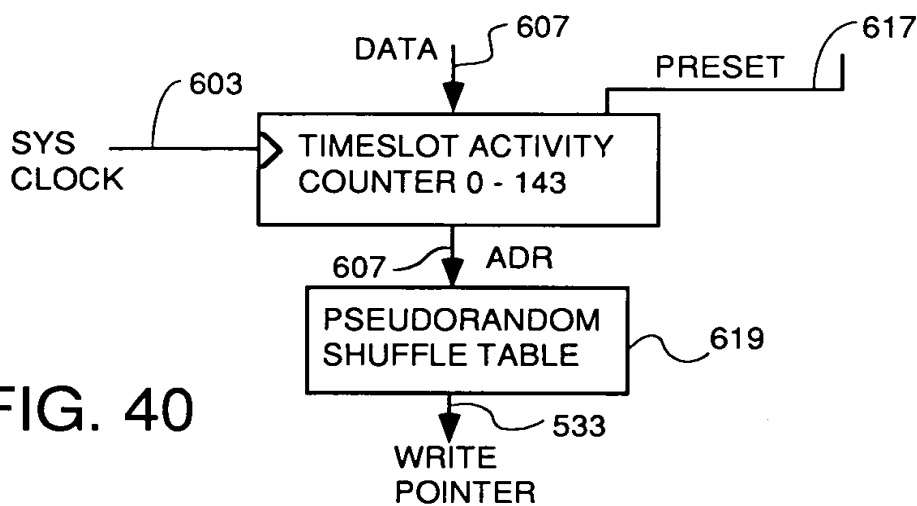
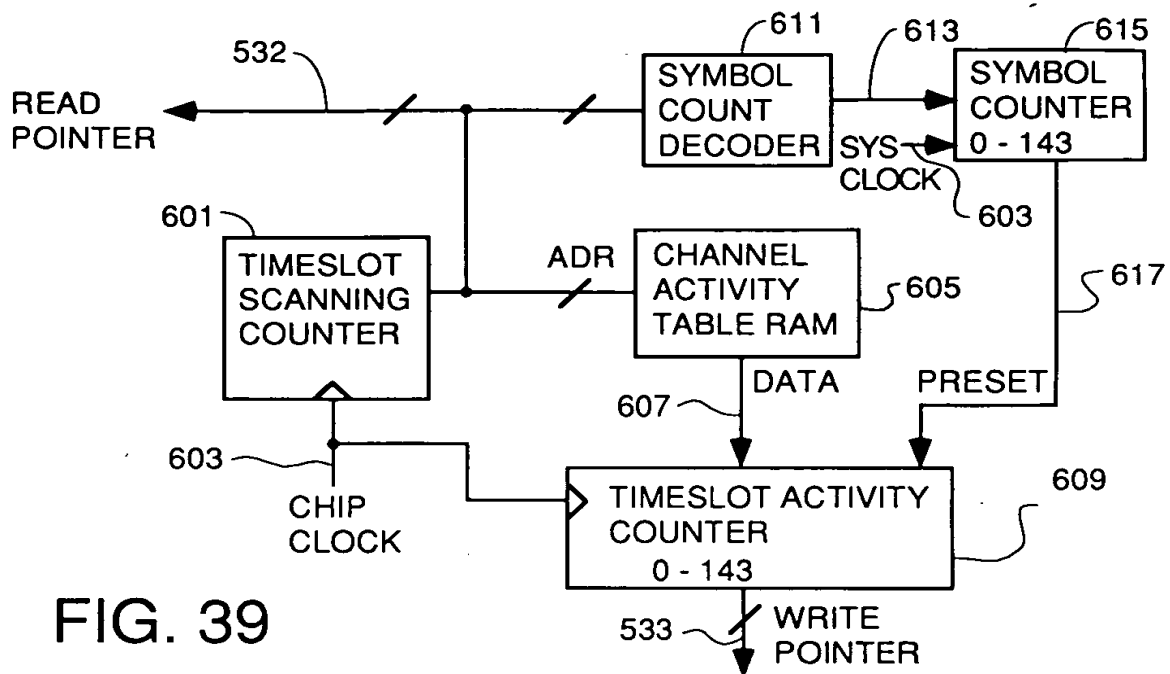


FIG. 38



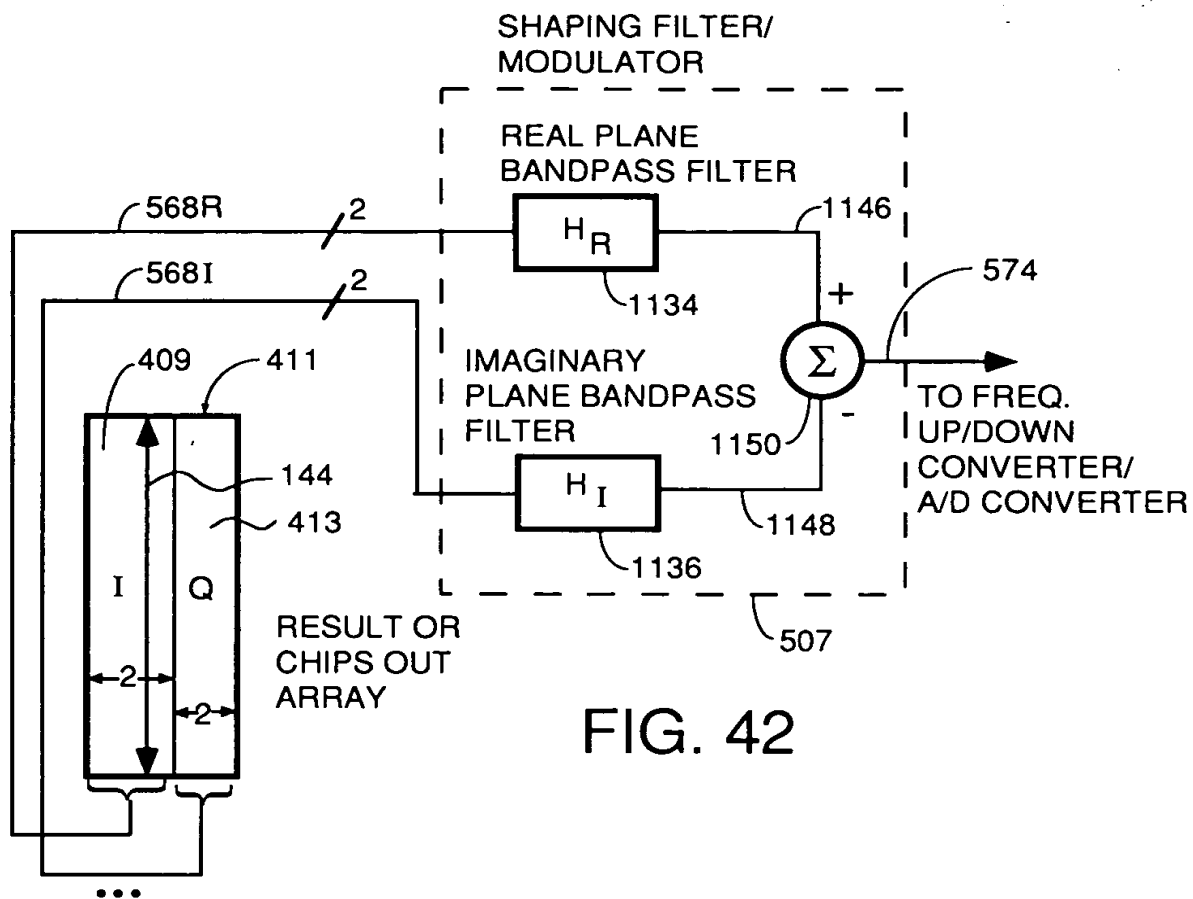


FIG. 42

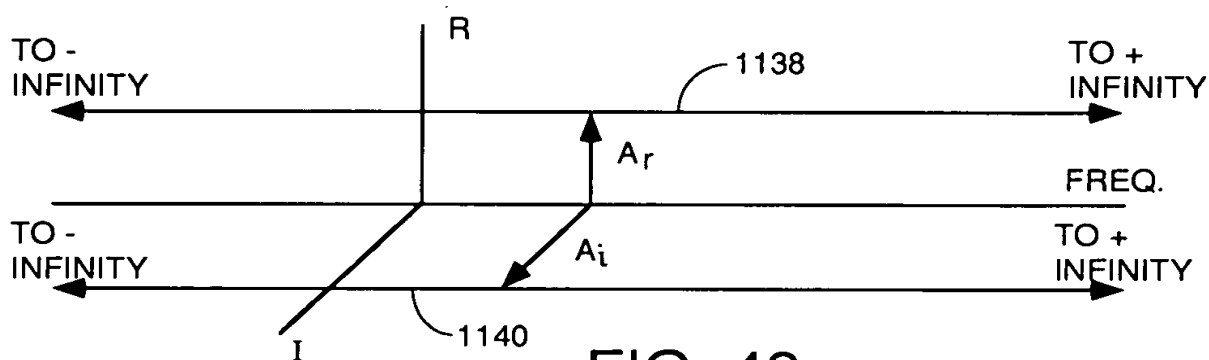


FIG. 43

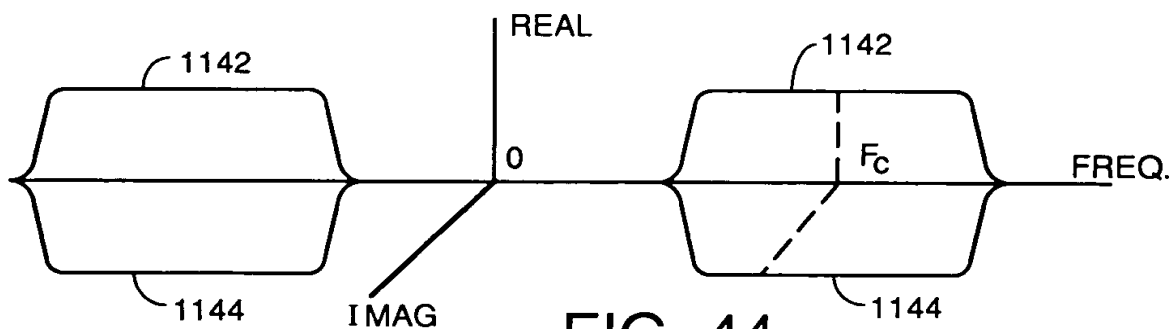
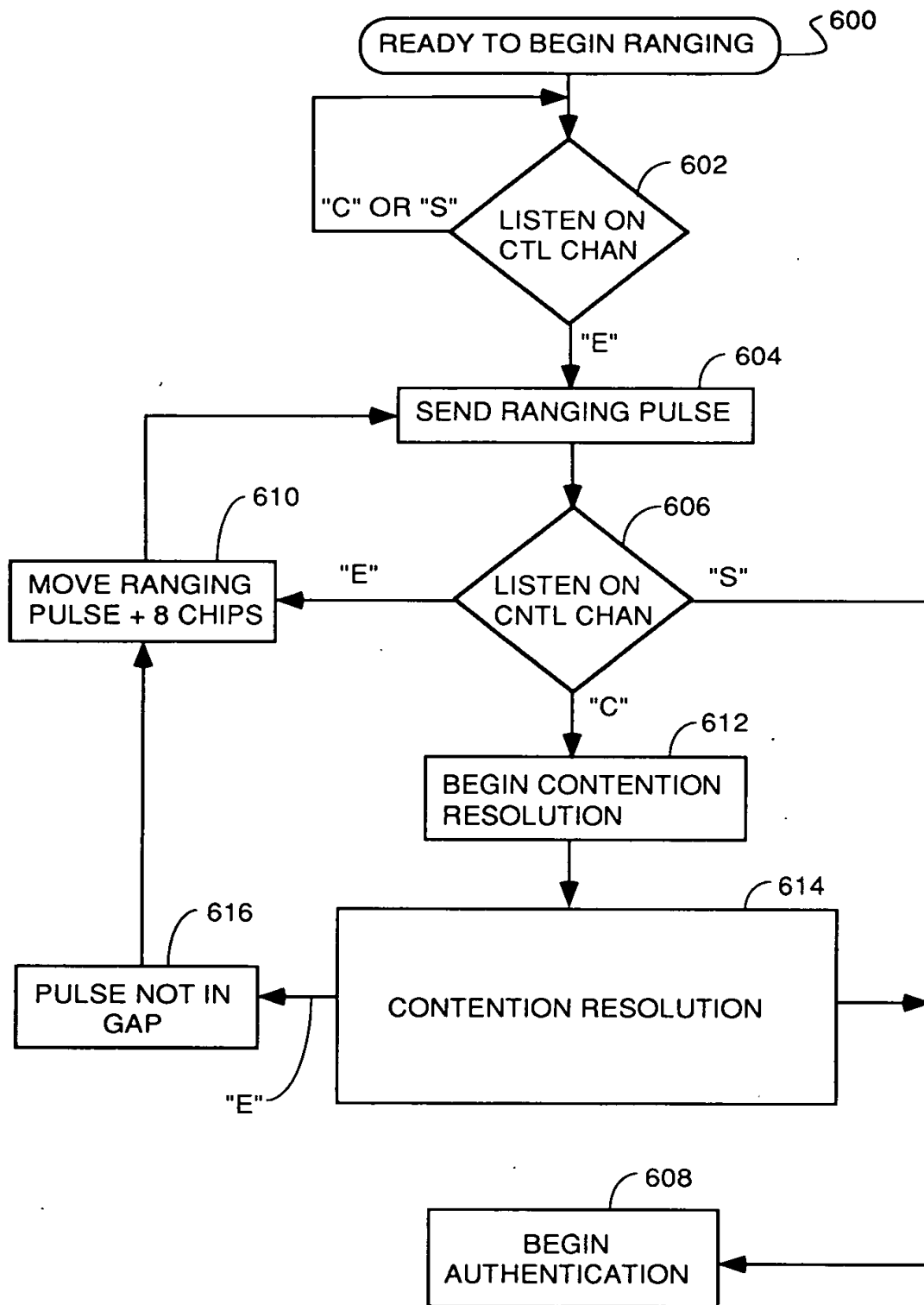


FIG. 44

FIG. 45



RU RANGING
FIG. 45

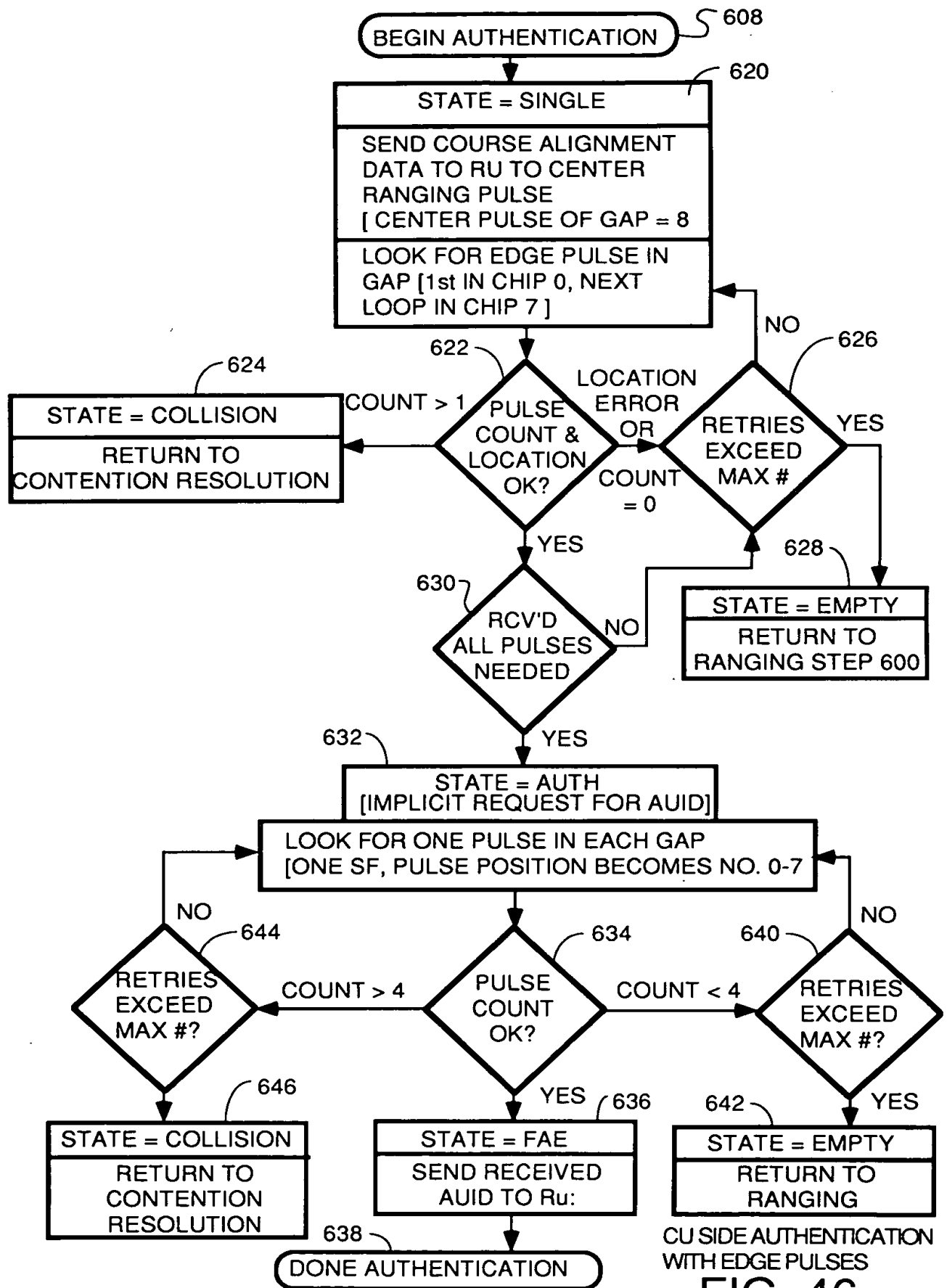
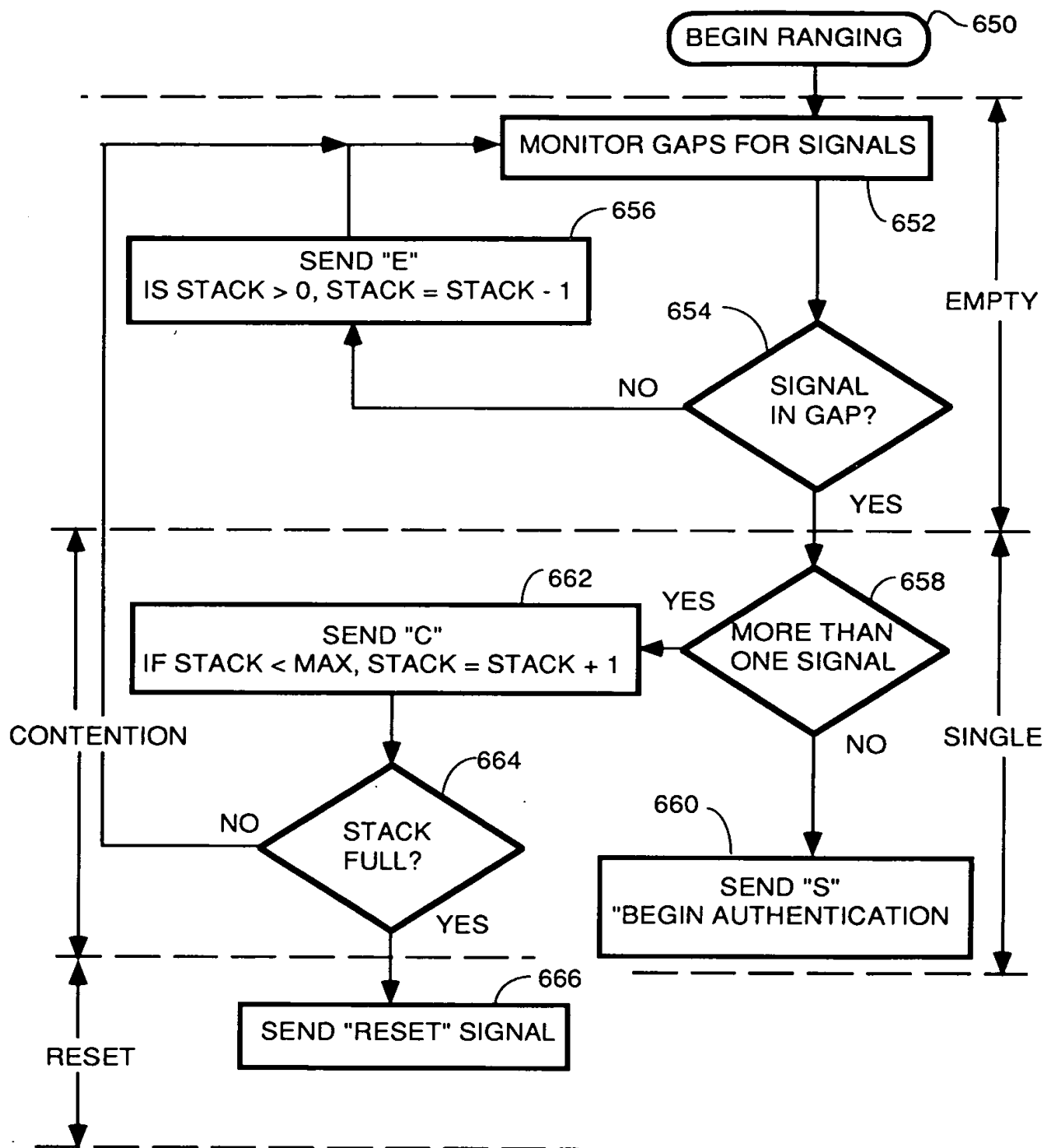
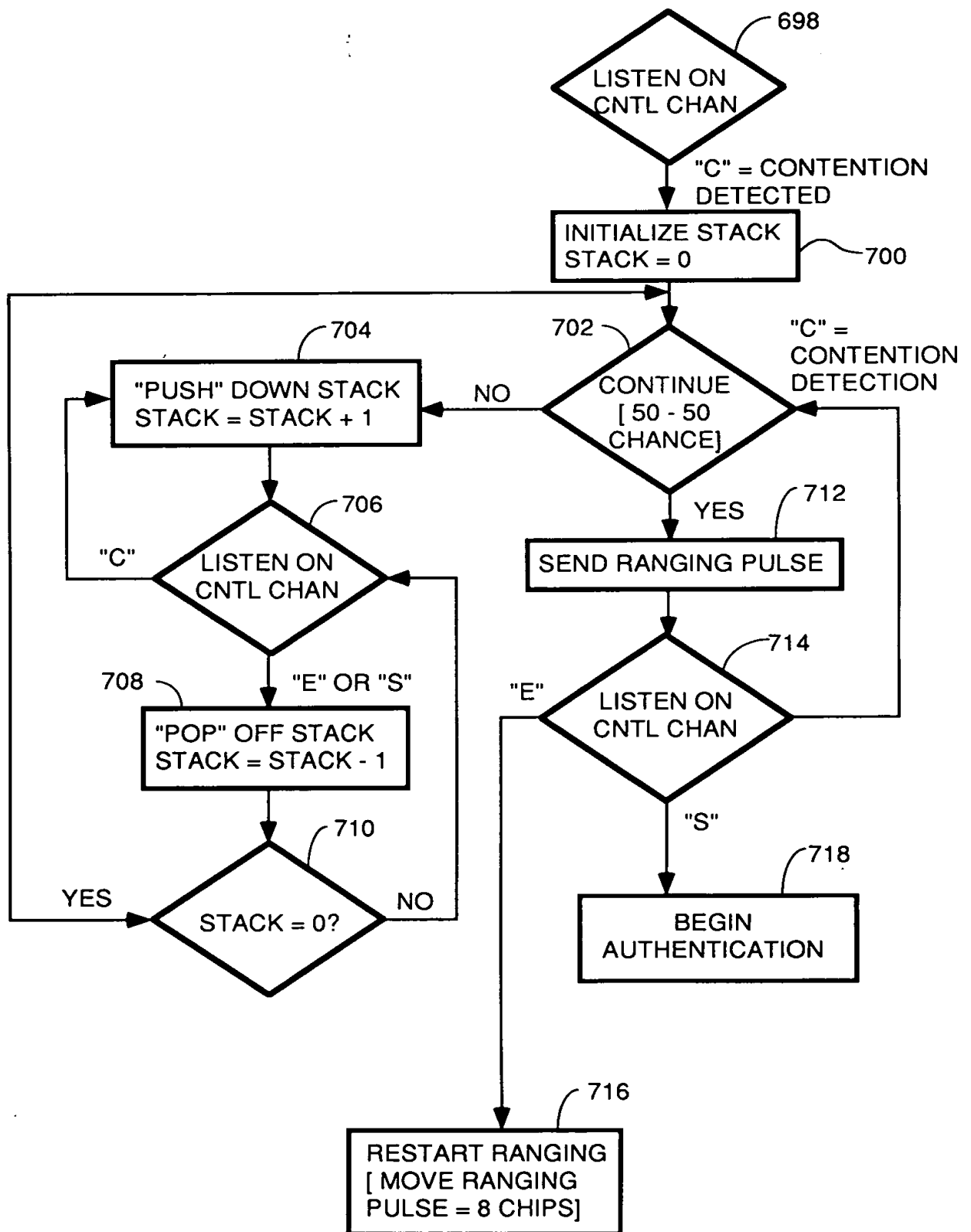


FIG. 46



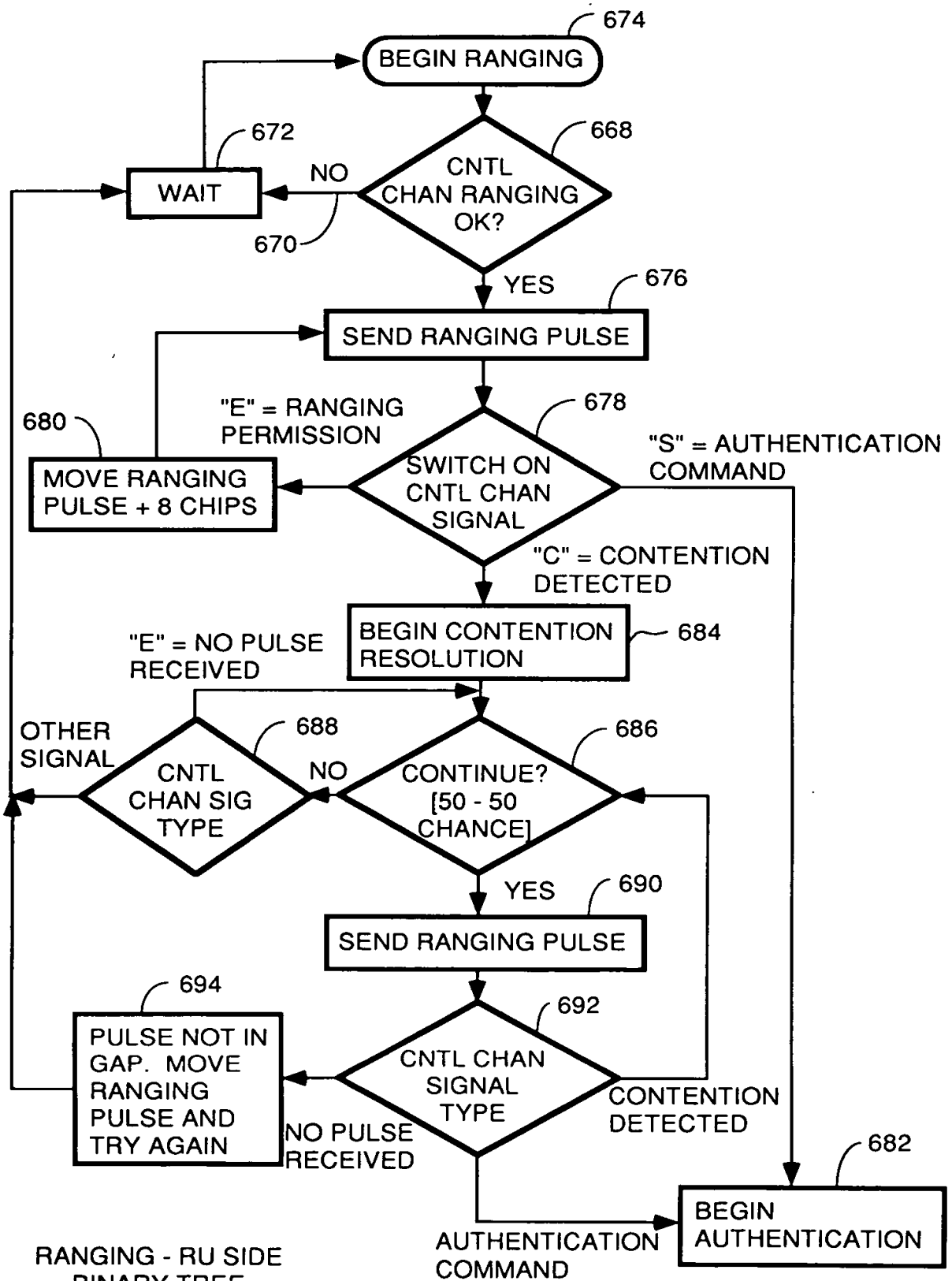
CU RANGING AND CONTENTION RESOLUTION

FIG. 47



CONTENTION RESOLUTION - RU
USING BINARY STACK

FIG. 48



RANGING - RU SIDE
BINARY TREE
ALGORITHM

FIG. 49

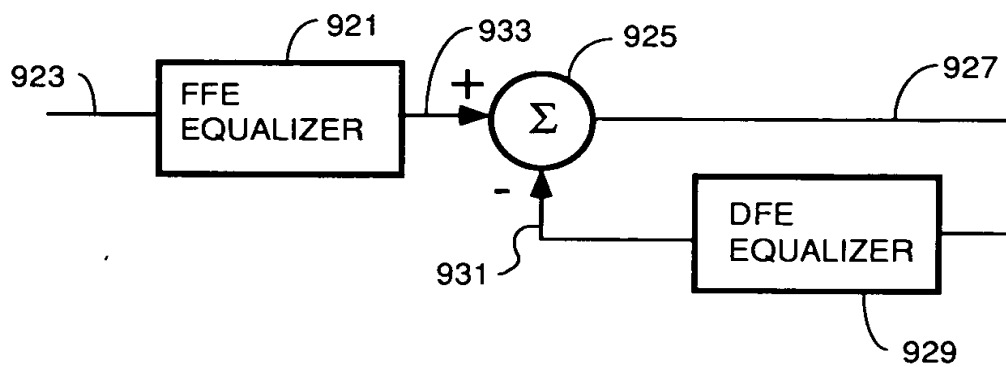


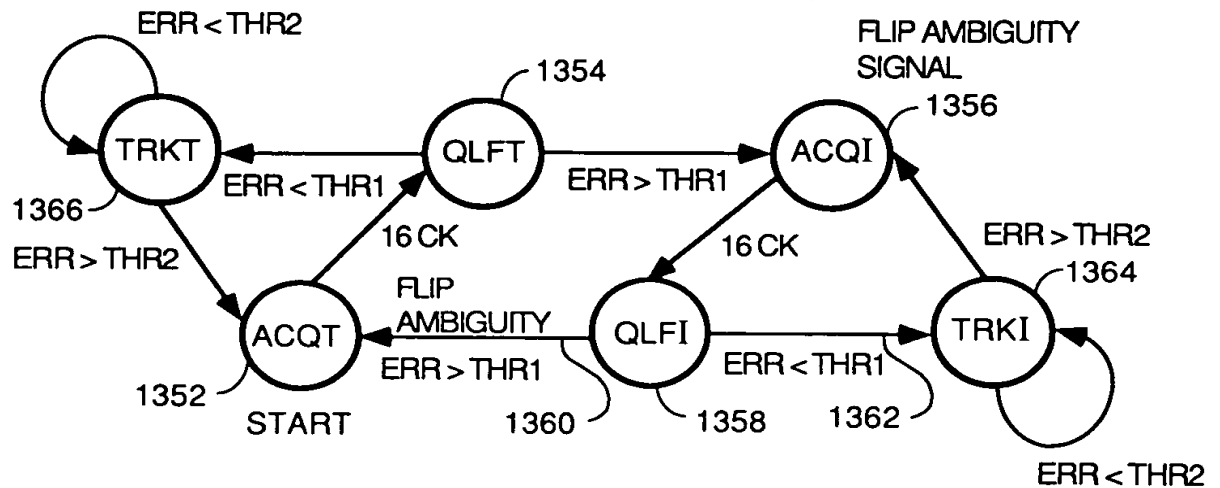
FIG. 50

The diagram illustrates a system for estimating the symbol error rate (SER) and generating a key stream. It consists of several interconnected blocks and logic elements:

- Input and Initial Processing:** An **INPUT** (906) is fed into an **SLCR** block (1320). The output of the SLCR is combined with the **INTERVAL** signal via an OR gate (1322) to produce a clock signal (1324).
- Timing and Error Counting:** The clock signal (1324) is distributed to three blocks:
 - LD TIMER** (1344): Receives the clock and the **INTERVAL** signal. Its output is connected to the **LD ERR_CNTR** block.
 - LD ERR_CNTR** (1342): Receives the clock (1324) and the output from the LD TIMER. It also receives an **ERR_THR** (threshold) signal. Its output is connected to the **LD S.M.** block.
 - LD S.M.** (1326): Receives the clock (1324) and the output from the LD ERR_CNTR. It produces two outputs: **ERR_FLAG** and **AMBIGUITY**.
- Shift Register and Key Stream Generation:**
 - The output of the LD S.M. block is combined with the **SYM_CK** (symbol clock) signal via an OR gate (1338) to produce a clock signal (1340) for the **SHIFT REG.** (1330).
 - The **SHIFT REG.** (1330) is reset by a **KF ACTIVATION** signal (1332). It receives data from the **LD S.M.** block (1326) and the **LD ERR_CNTR** block (1342) via an AND gate (1328).
 - The output of the shift register is combined with the **SYM_CK** signal via an OR gate (1336) to produce a clock signal (1334) for the **TRNG. GEN.** (1352).
 - The **TRNG. GEN.** (1352) produces the **K_F** (key stream) output (1350).
 - The output of the shift register is also fed into a large OR gate (1348) along with other signals (indicated by an ellipsis 1346). The output of this OR gate is the **K_F** (key stream) (1350).

FRAME DETECTOR
FRAME SYNC/KILOFRAME DETECT

FIG. 51



STATE MACHINE

FIG. 52

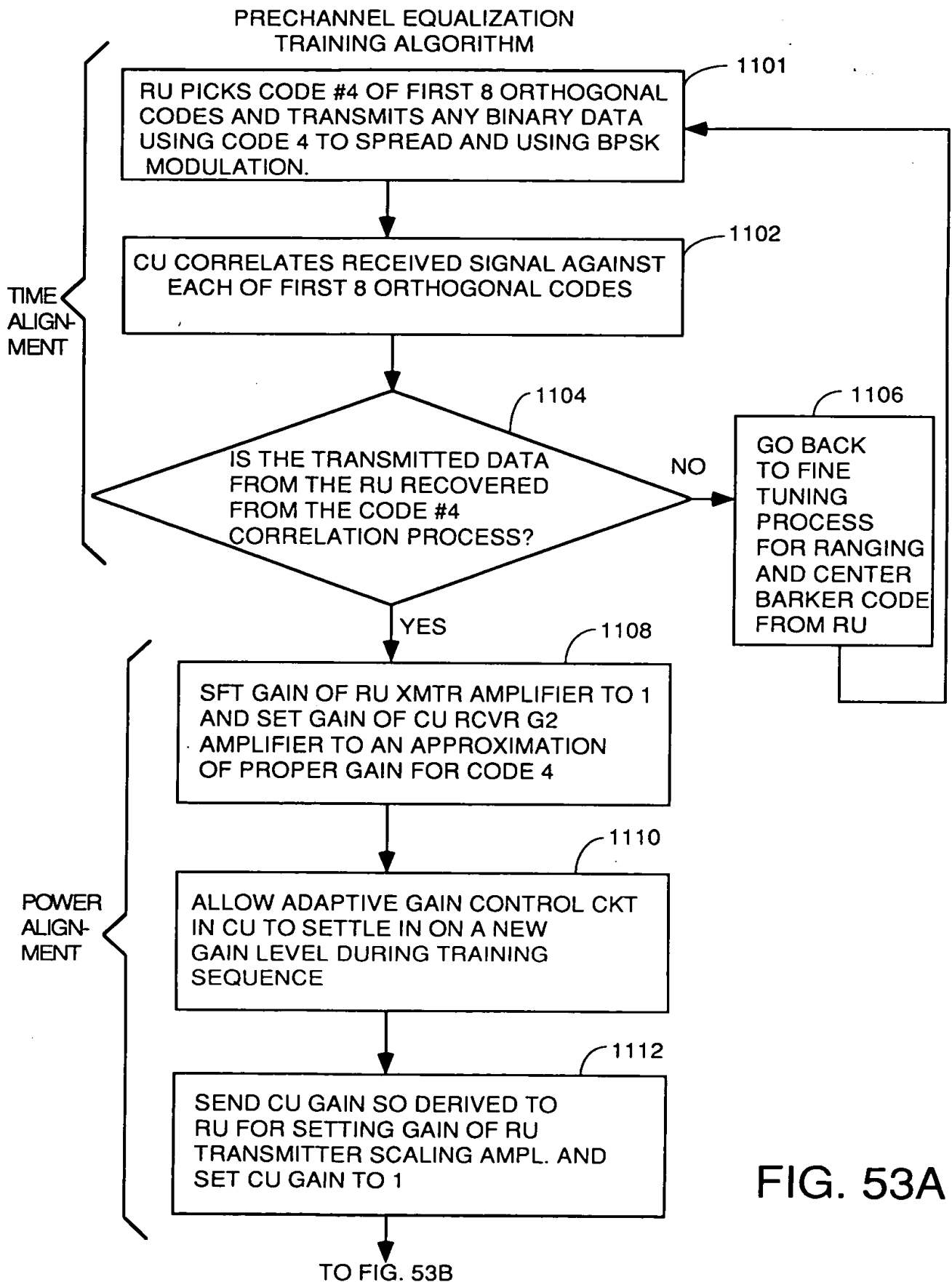


FIG. 53A

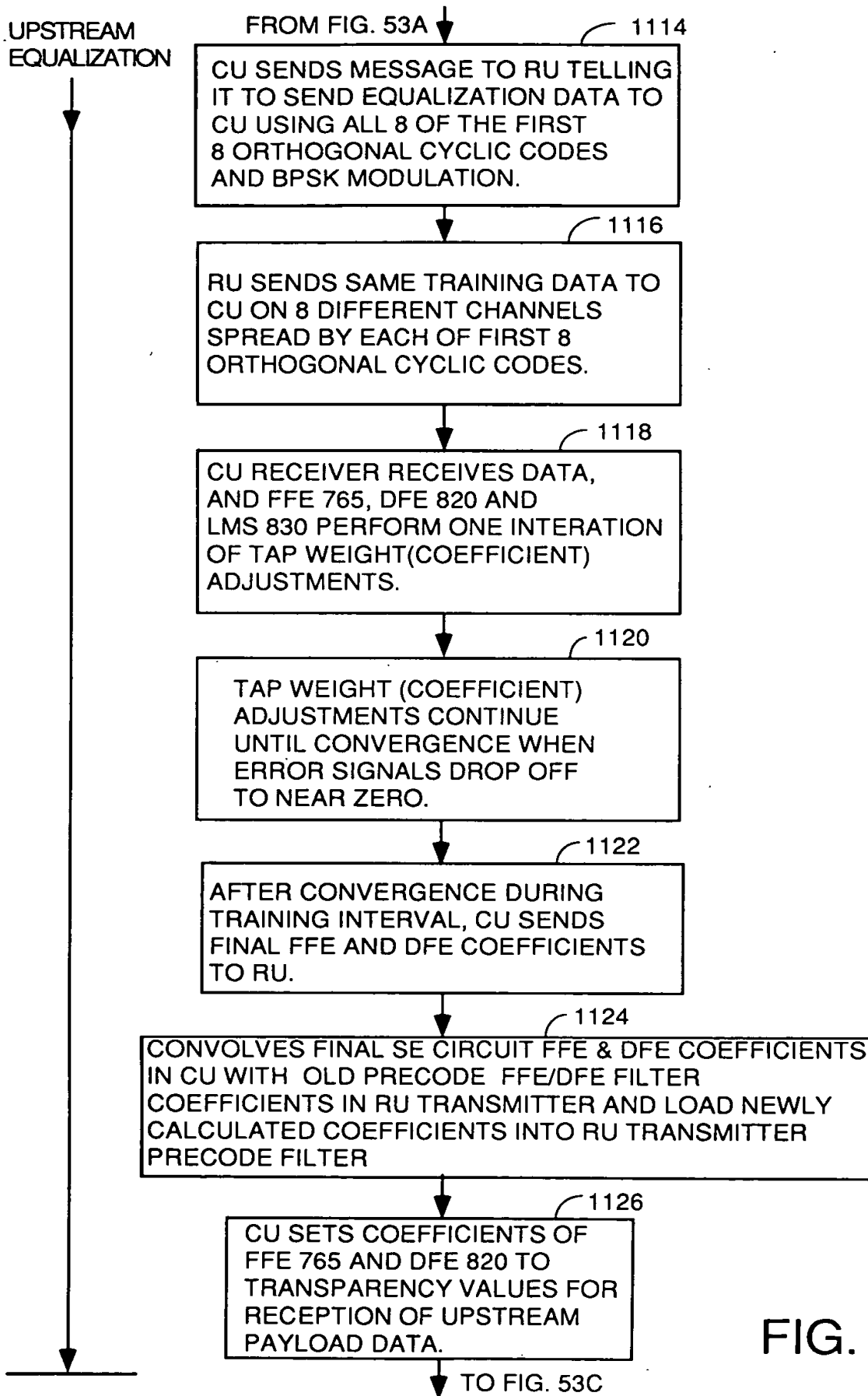


FIG. 53B

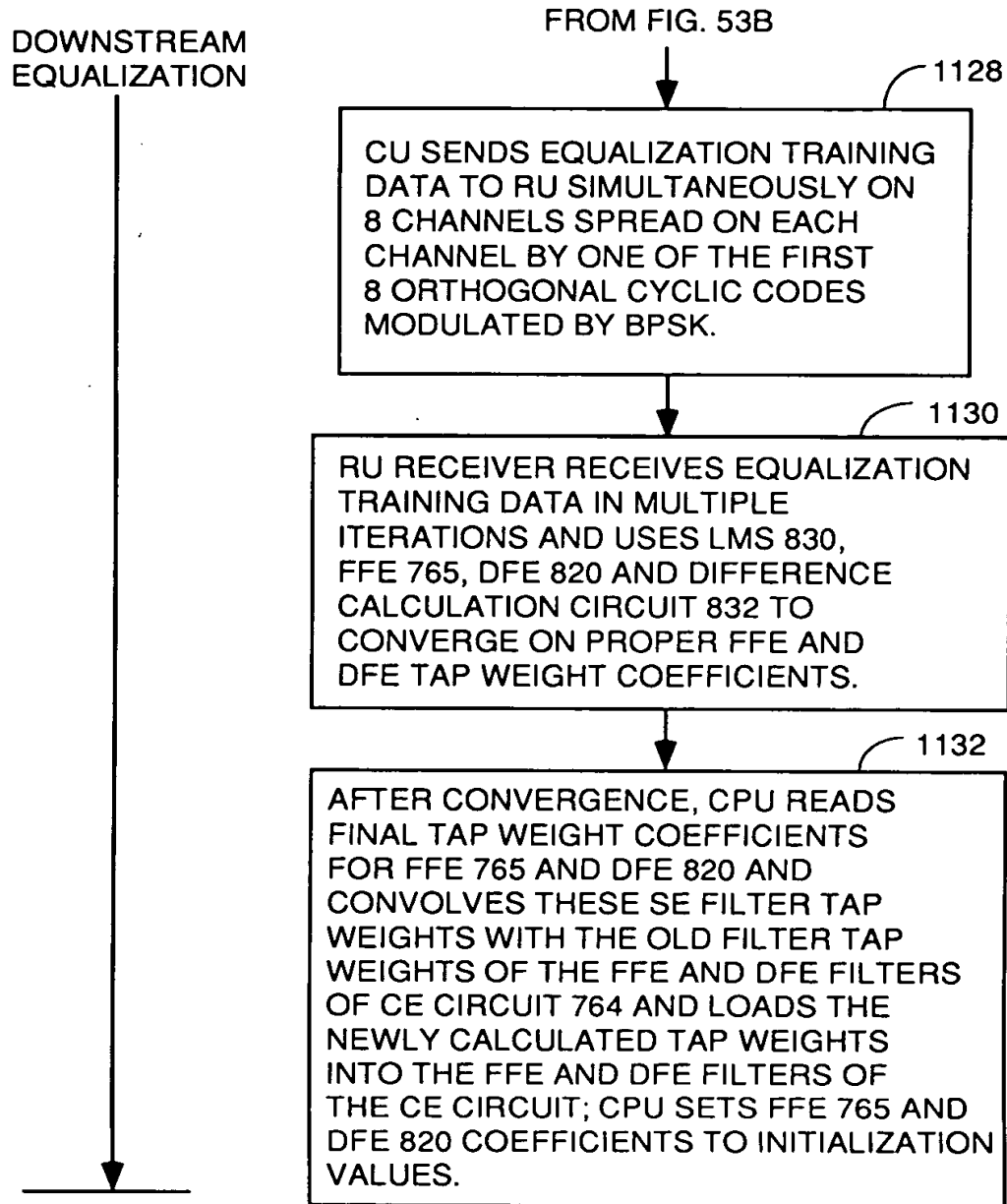


FIG. 53C

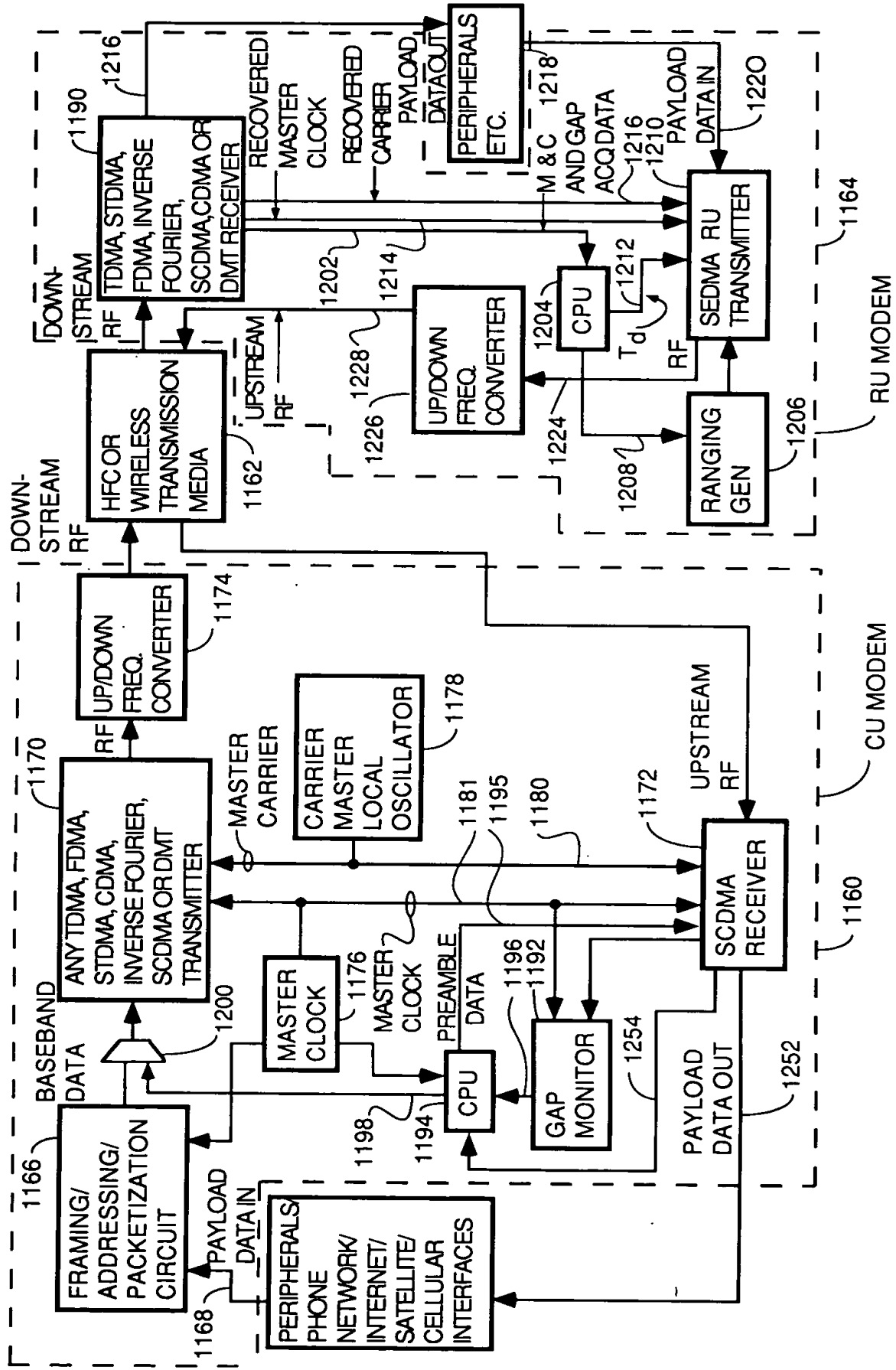
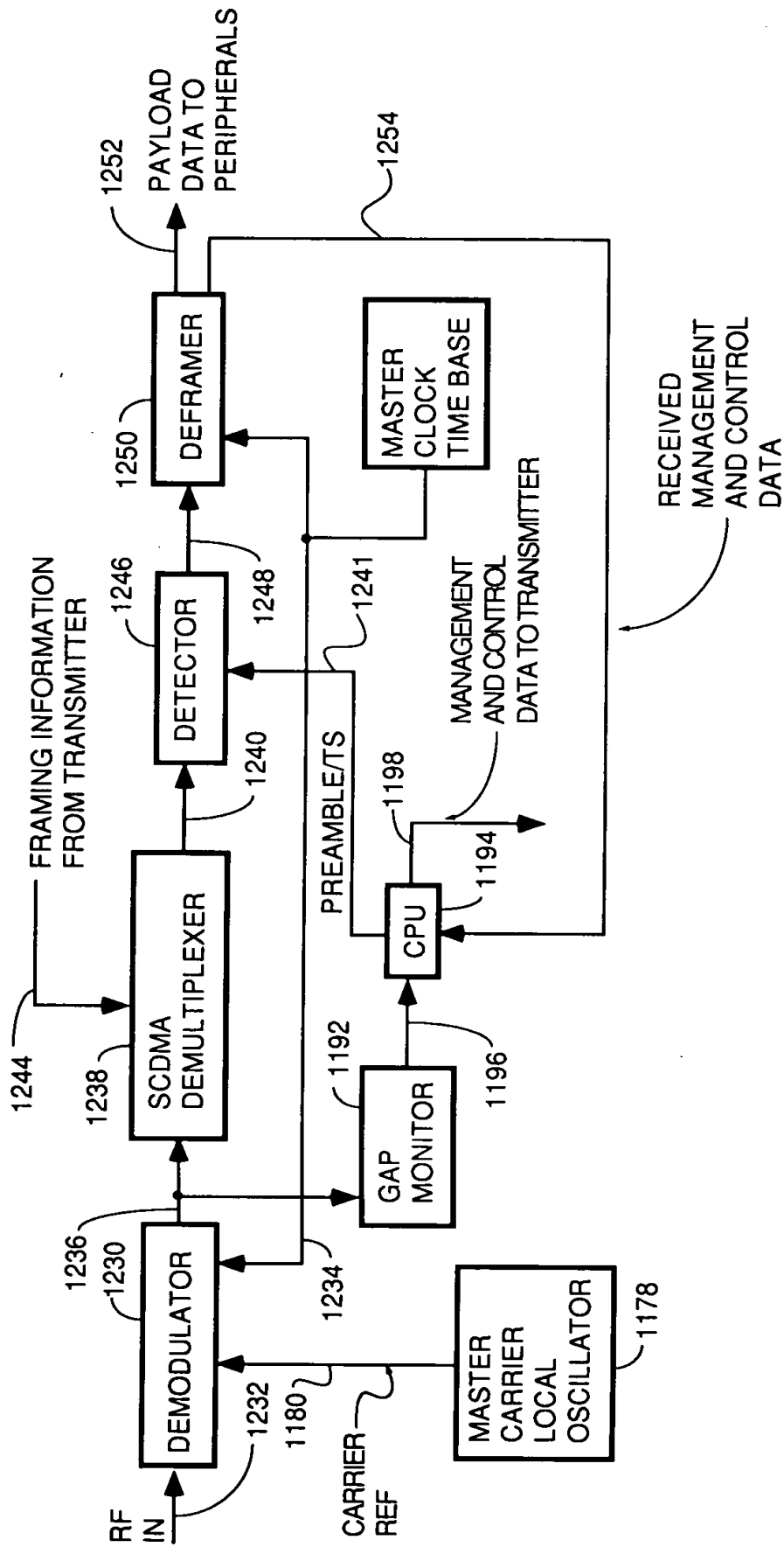


FIG. 54



SIMPLE CU SPREAD SPECTRUM RECEIVER

FIG. 55

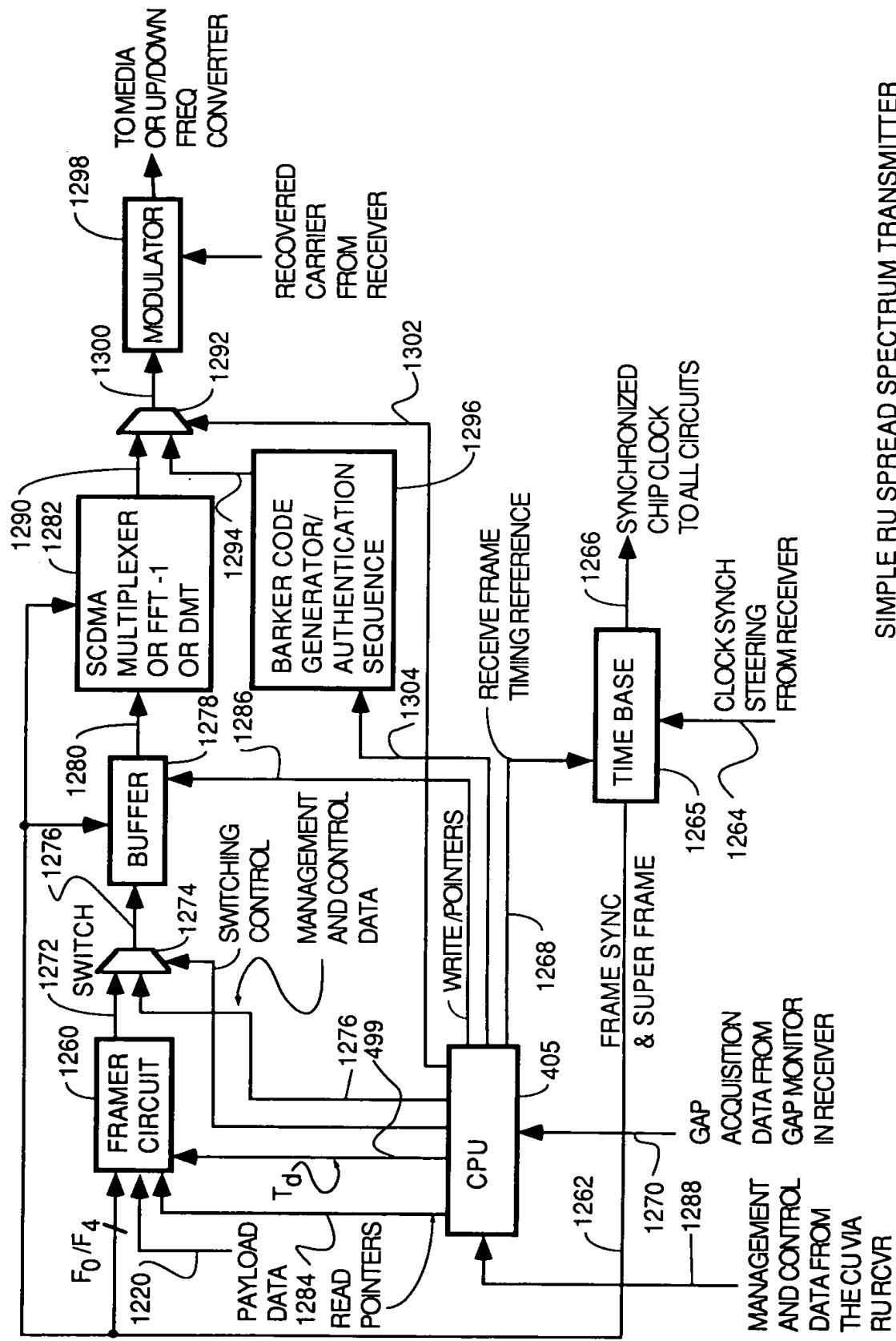
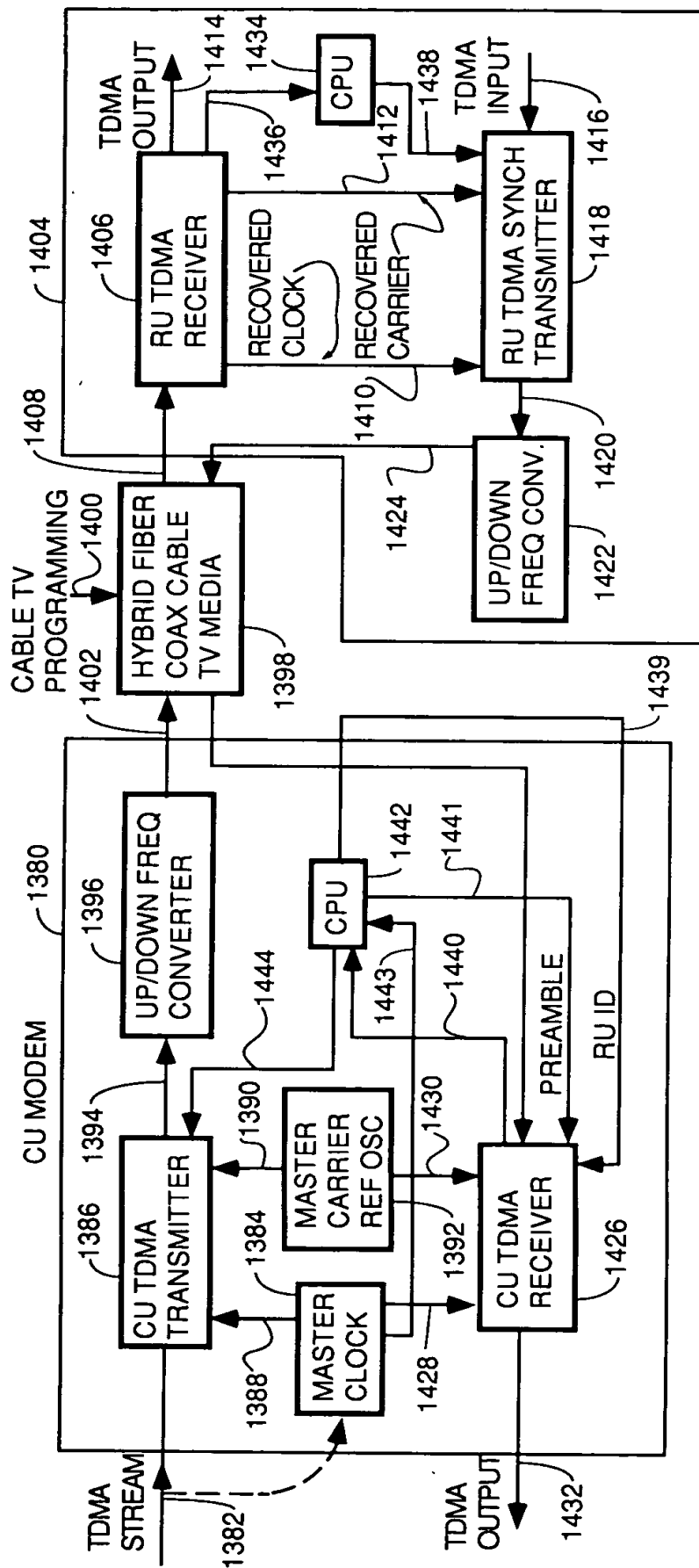


FIG. 56

SIMPLE RU SPREAD SPECTRUM TRANSMITTER



SYNCHRONOUS TDMA SYSTEM

FIG. 57

OFFSET (CHIPS)	1B ASIC		2A ASIC	
	RGSRH	RGSRL	RGSRH	RGSRL
0	0x0000	0x8000	0x0001	0x0000
1/2	0x0000	0xC000	0x0001	0x8000
1	0x0000	0x4000	0x0000	0x8000
-1	0x0001	0x0000	0x0002	0x0000

FIG. 58

TRAINING ALGORITHM

SE FUNCTION

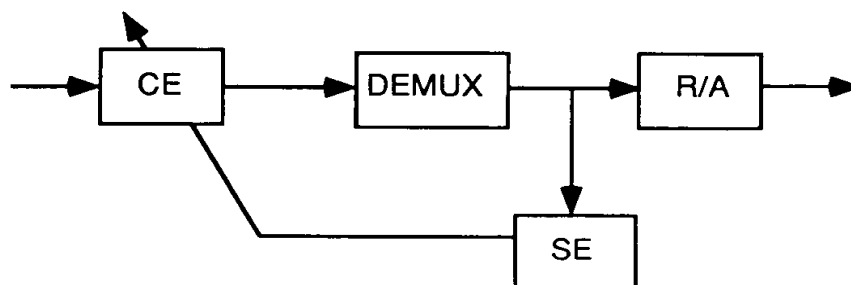
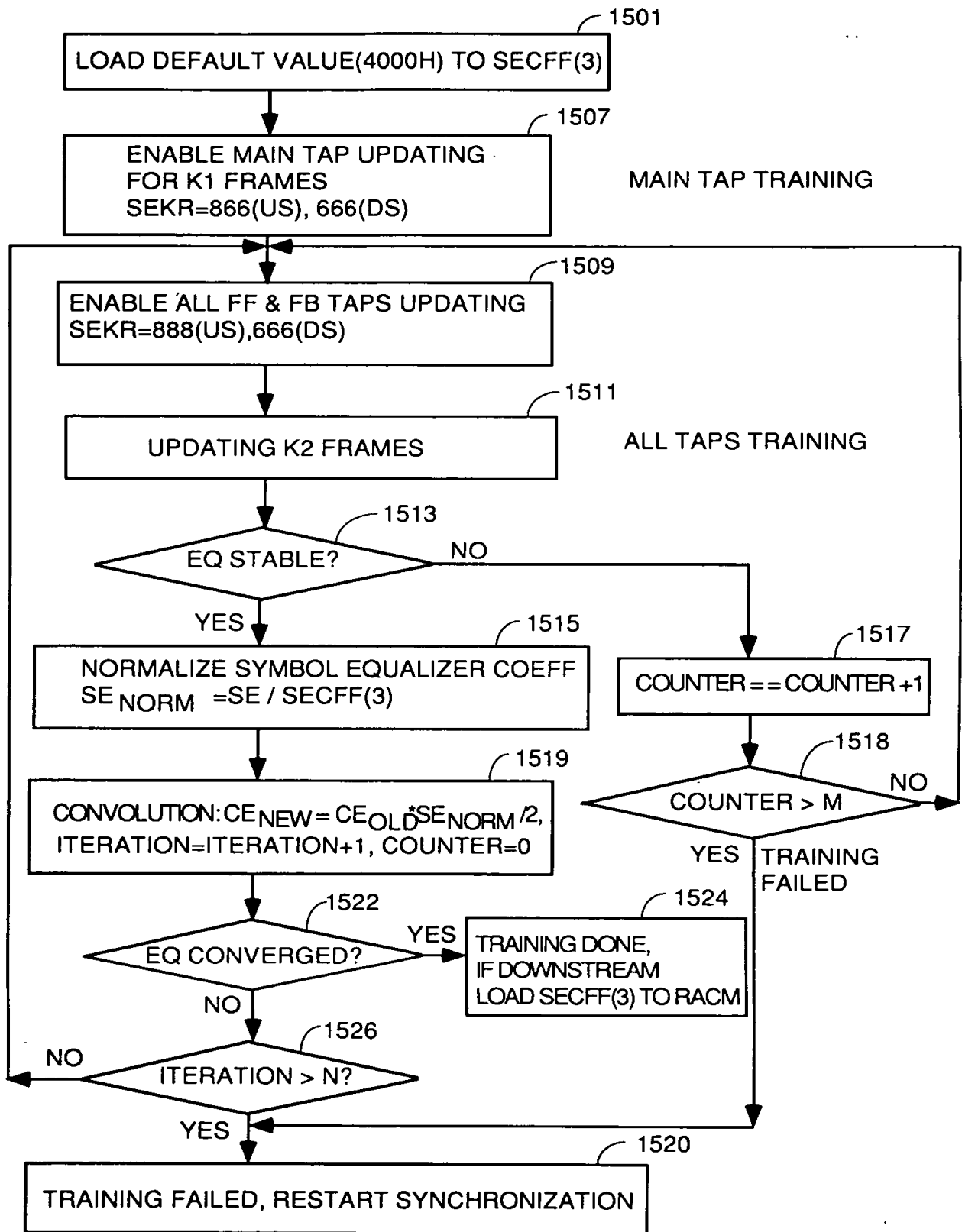


FIG. 59

INITIAL 2-STEP TRAINING ALGORITHM



2-STEP INITIAL EQUALIZATION TRAINING

FIG. 60

EQ STABILITY CHECK

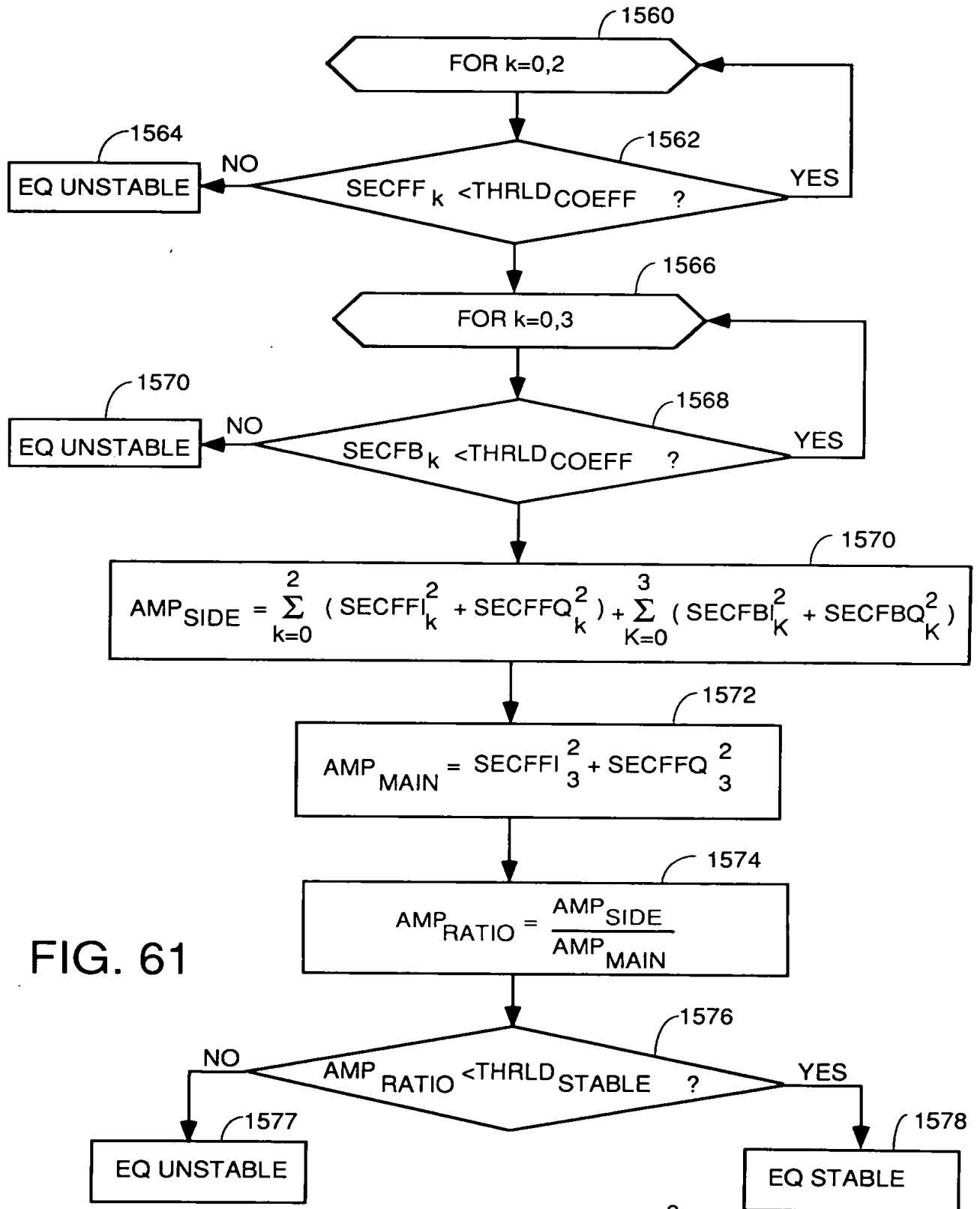


FIG. 61

NOTE: THRLD_COEFF = 7F00H

THRLD_STABLE = 10^{-3}

PERIODIC 2-STEP TRAINING ALGORITHM

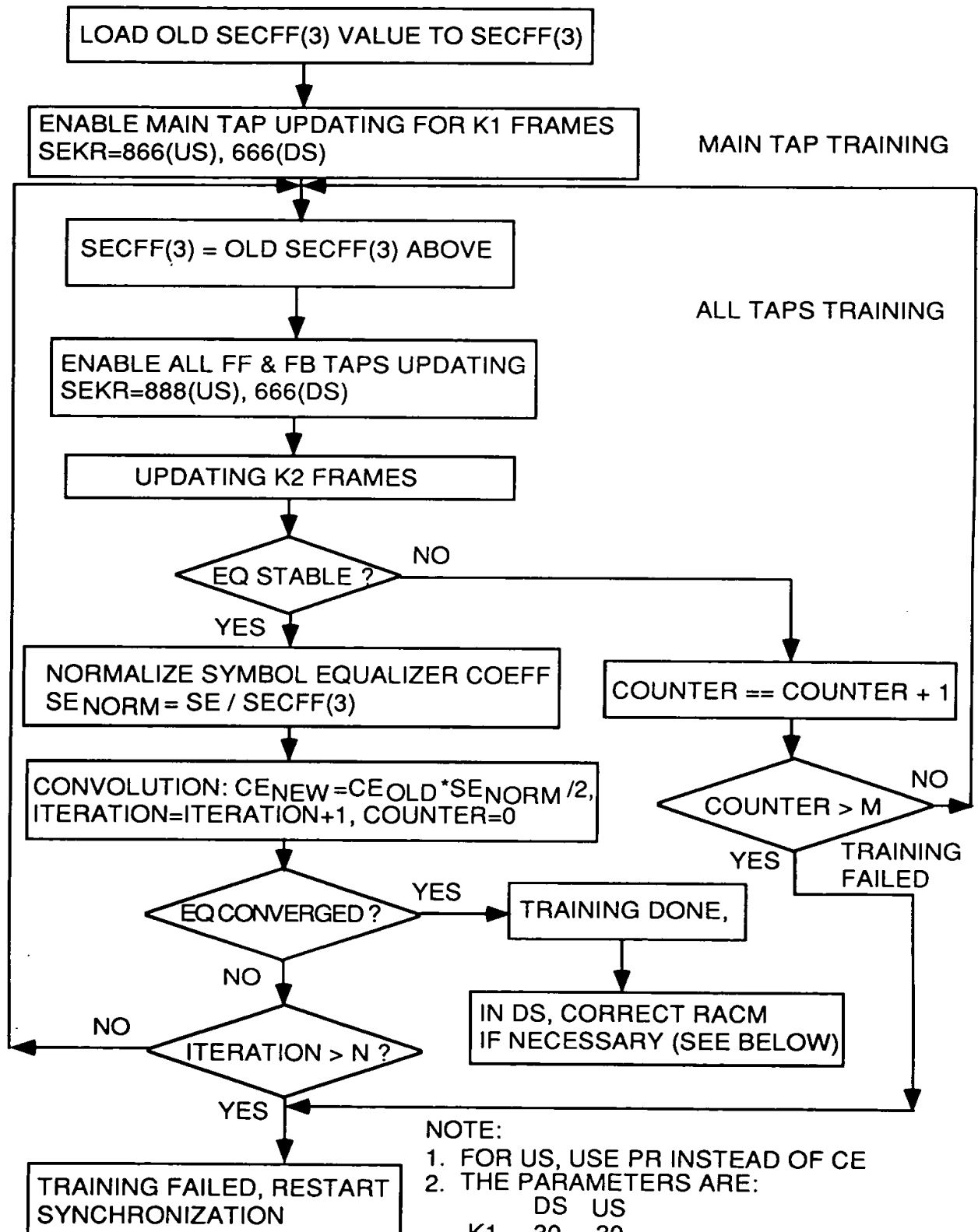
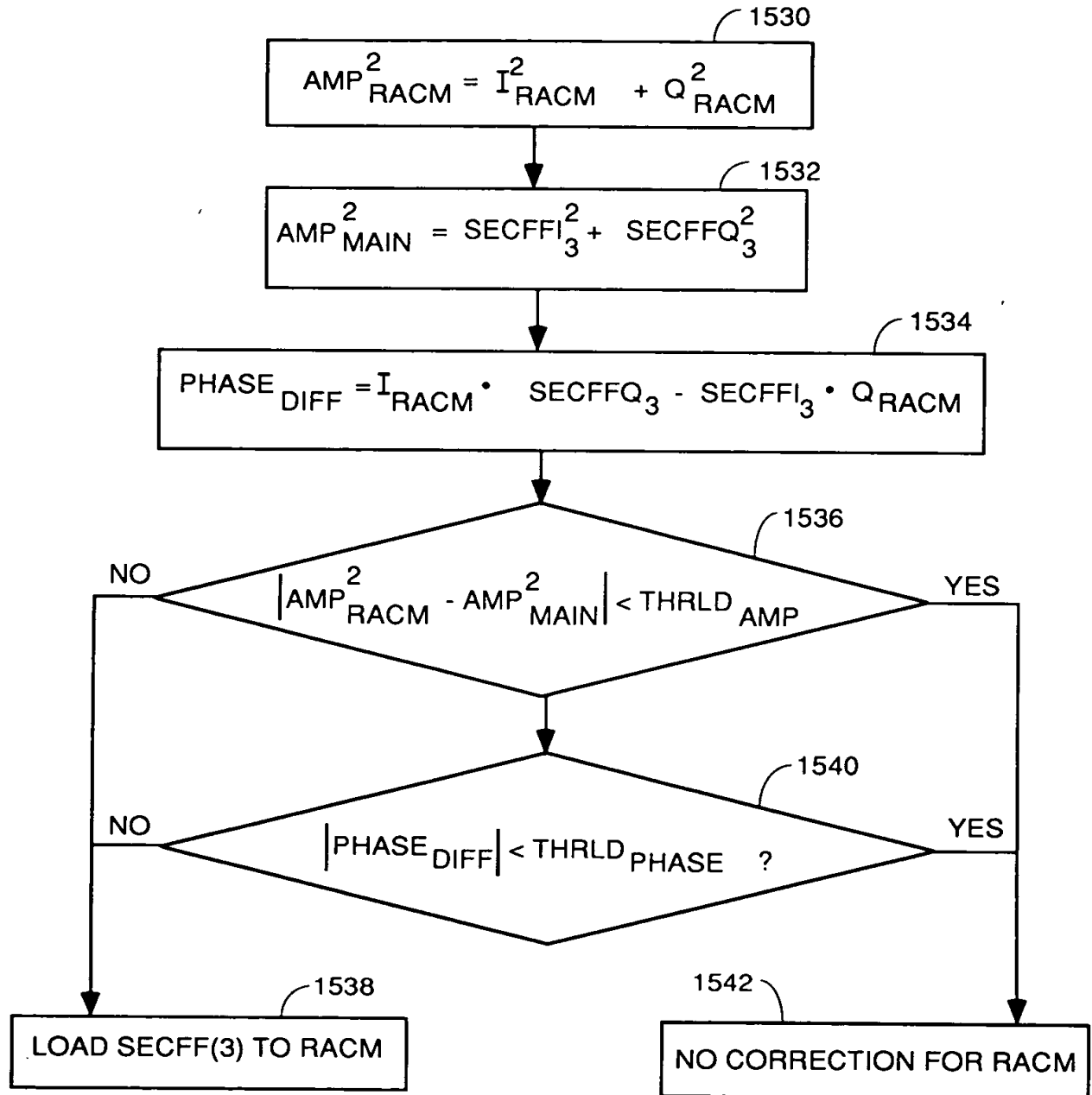


FIG. 62

RACM CORRECTION

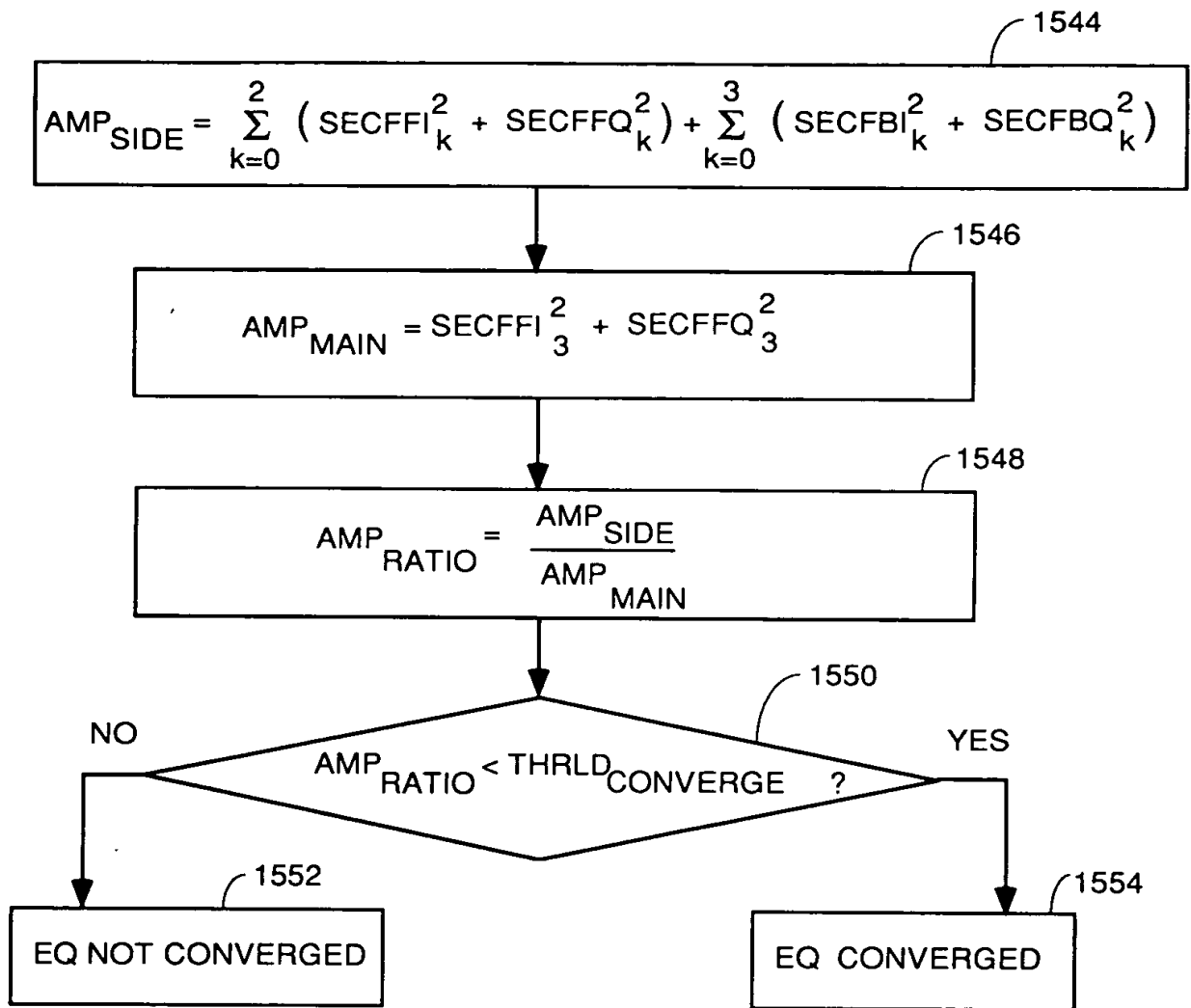


NOTE: THRLD_{AMP} = TBD
THRLD_{PHASE} = TBD

ROTATIONAL AMPLIFIER CORRECTION

FIG. 63

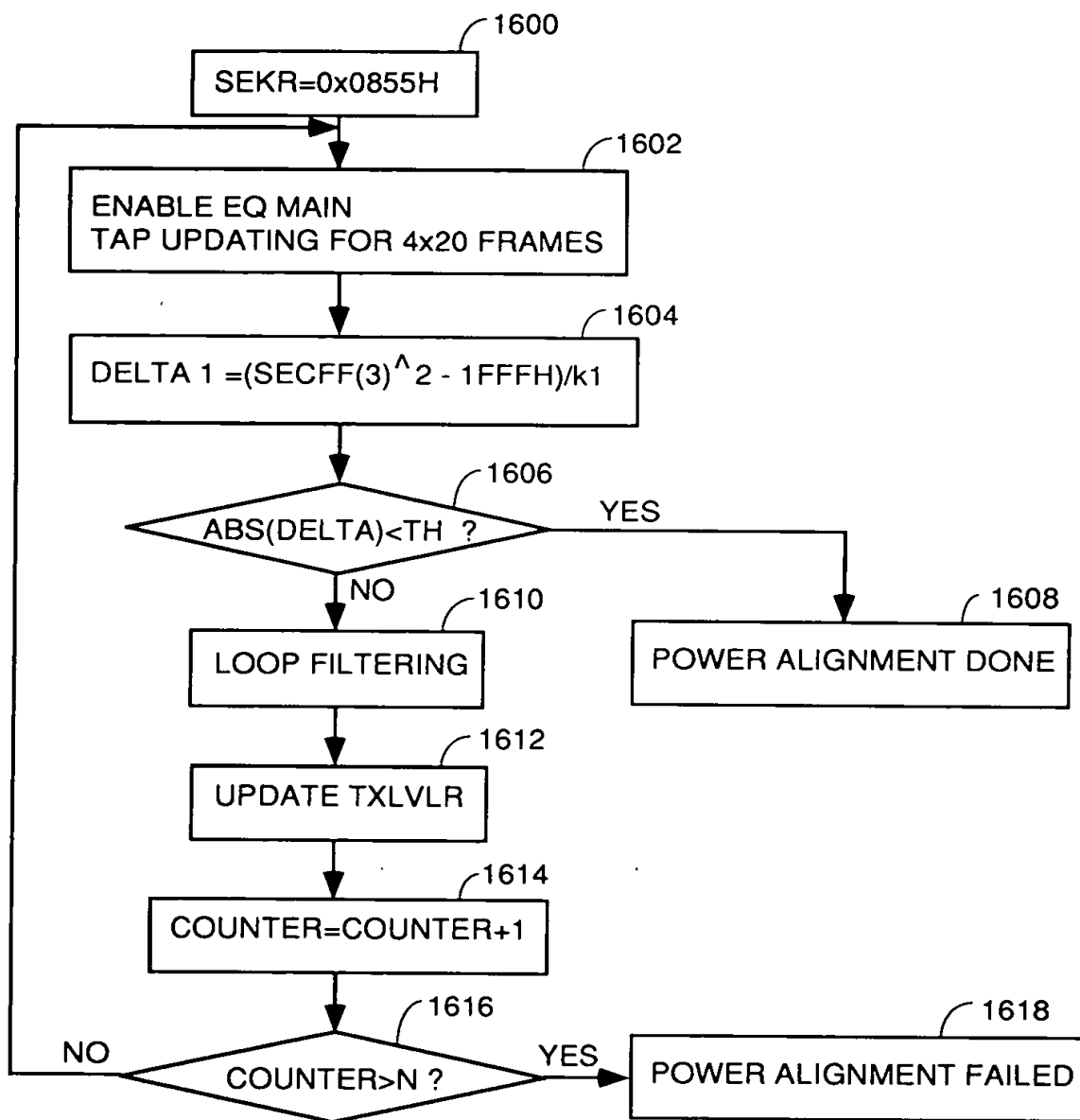
EQ CONVERGENCE CHECK



NOTE: THRLD_CONVERGE = 10^{-5}

FIG. 64

POWER ALIGNMENT FLOW CHART



NOTE: TH = 600H

N = 12

FIG. 65

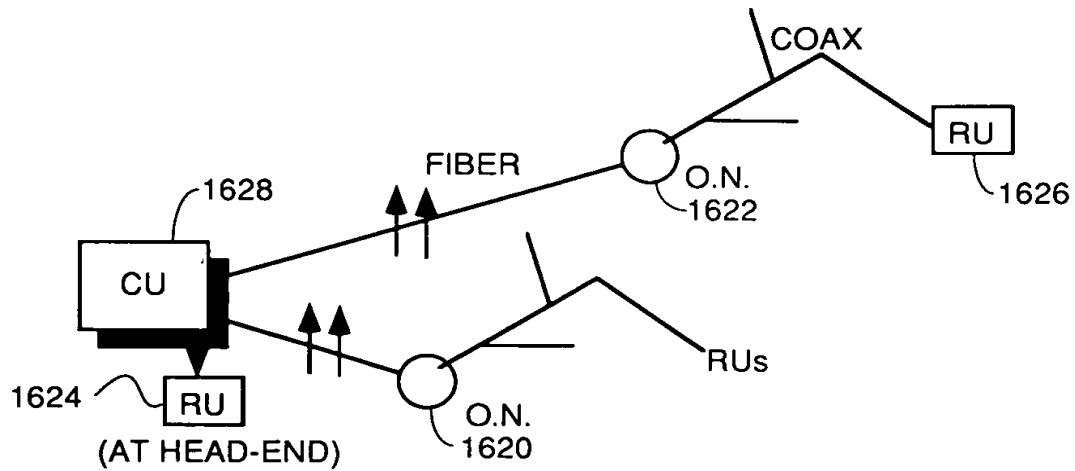
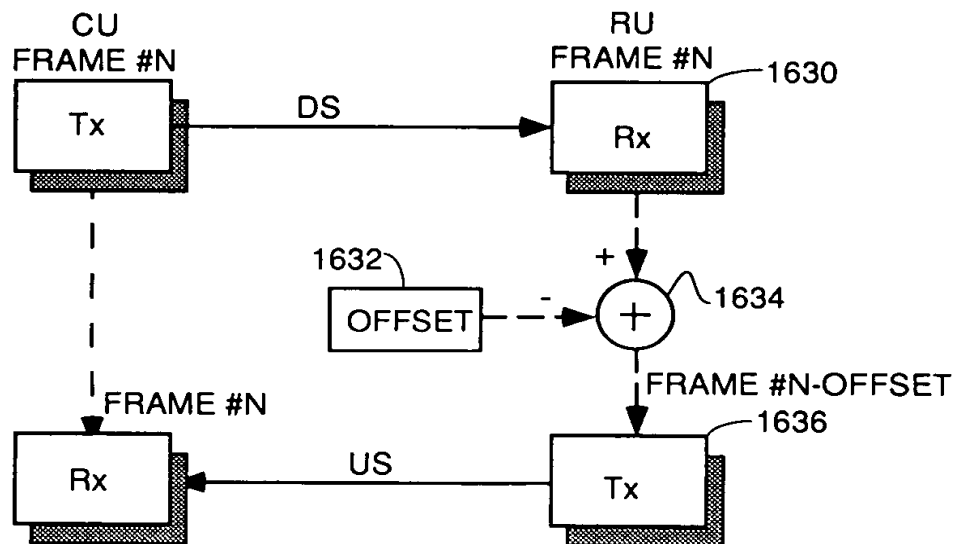


FIG. 66



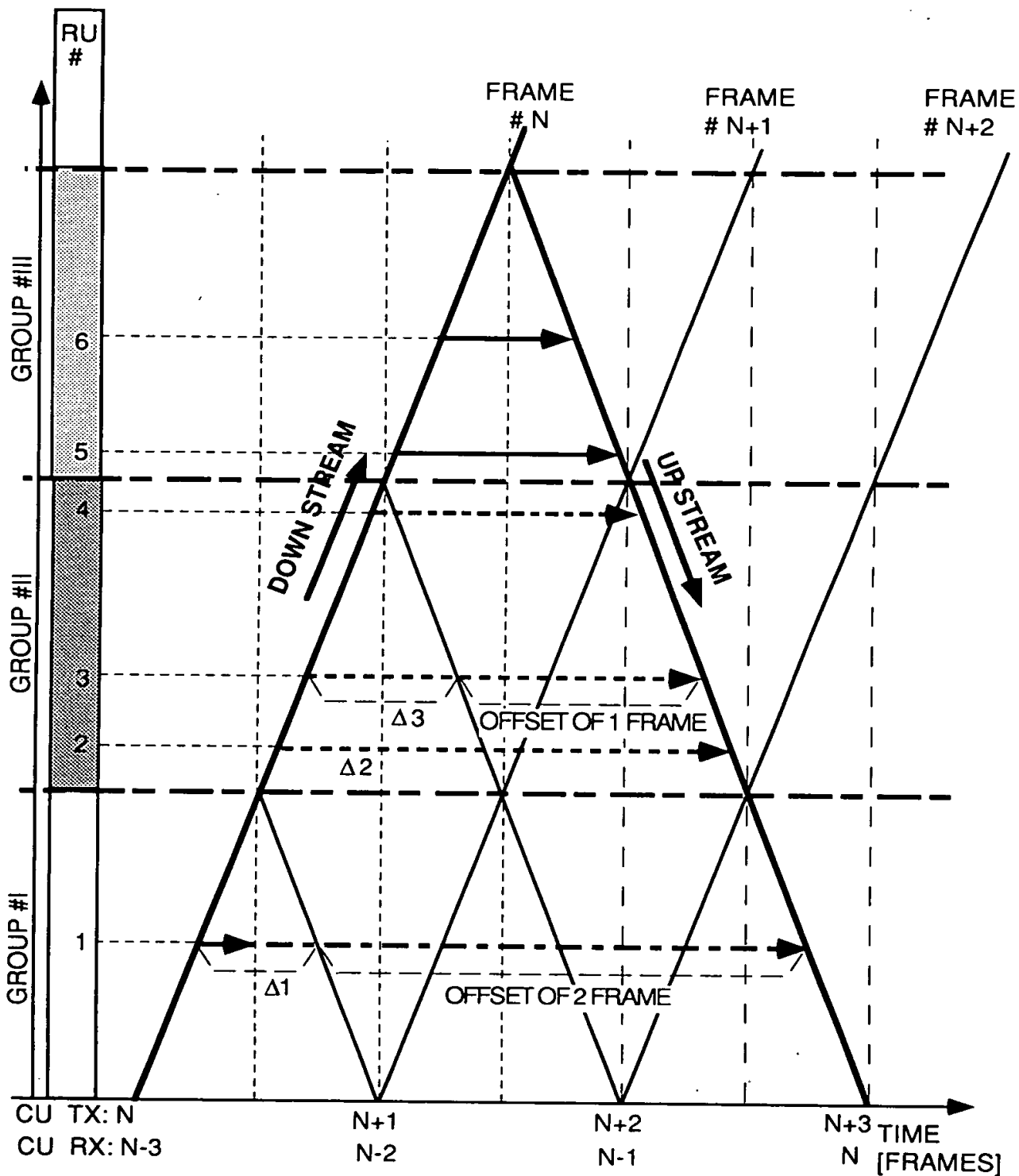
TOTAL TURN AROUND (TTA) IN FRAMES = OFFSET

FIG. 67

The diagram illustrates the relationship between RU #, GROUP #, and TIME [FRAMES]. The vertical axis represents RU # (1 to 7) and GROUP # (I, II, III). The horizontal axis represents TIME [FRAMES] (N to N+3). A shaded vertical bar on the left indicates the RU # range for each GROUP #. A series of solid lines with arrows shows the 'DOWNSTREAM' and 'UPSTREAM' paths. Dashed lines represent the 'FRAME # N', 'FRAME # N+1', and 'FRAME # N+2' boundaries. Time intervals Δ_1 , Δ_2 , Δ_3 , and Δ_6 are marked.

FIG. 68

FIG. 69



CONTROL MESSAGE (DOWNSTREAM) AND FUNCTION (UPSTREAM)
PROPAGATION IN A 3 FRAMES TTA CHANNEL

FIG. 69

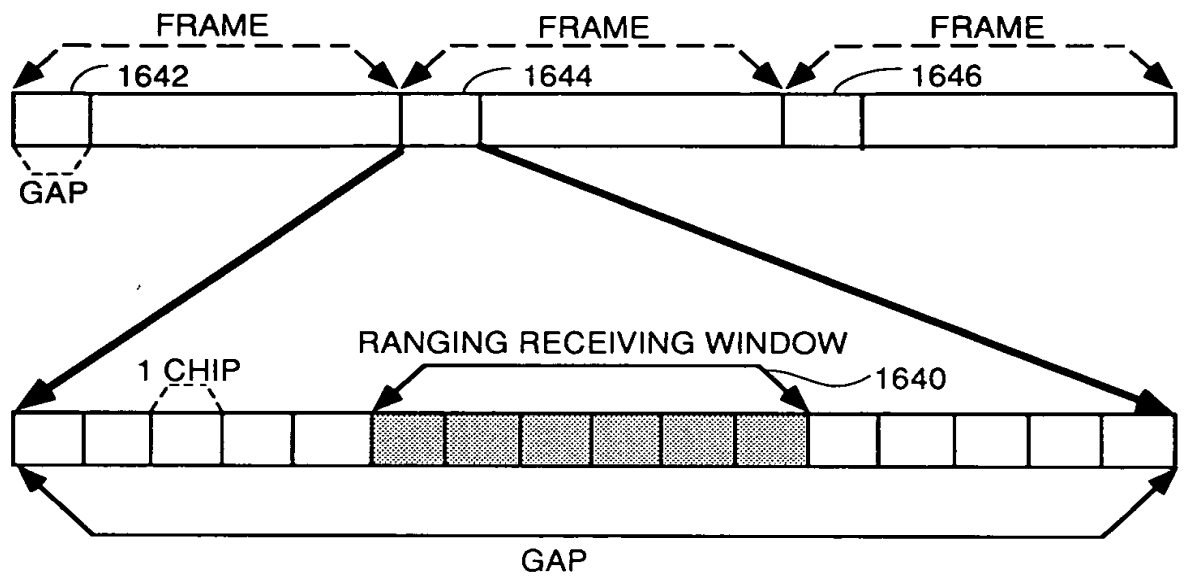
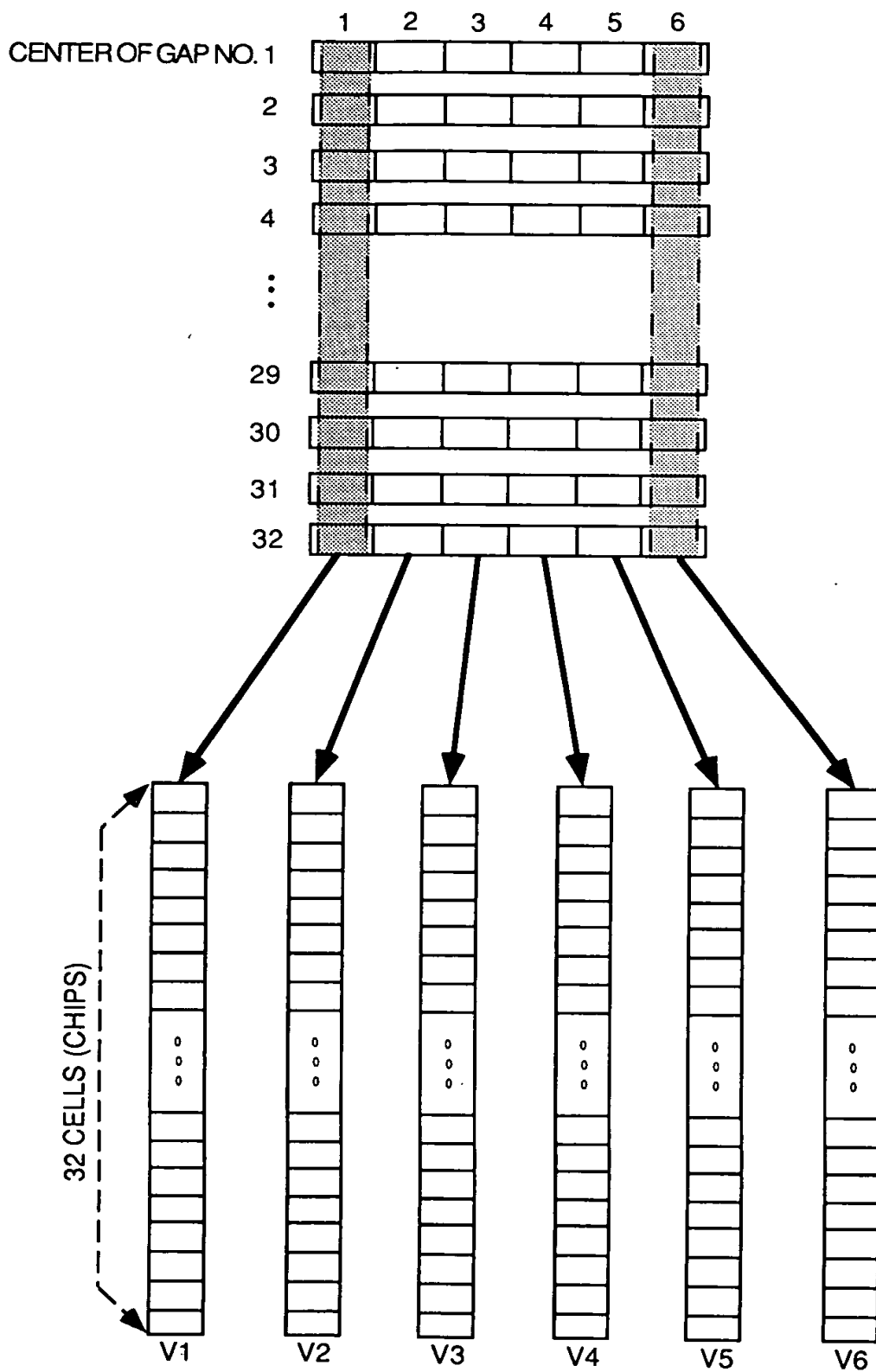


FIG. 70



OVERALL VIEW OF THE CU SENSING WINDOWS
IN A "BOUNDLESS RANGING" ALGORITHM

FIG. 71

CHIP\FR	1	2	3	4	5	6	7		33
1	0	0	1	0	0	1	1	...	0
2	1	0	0	1	1	1	1	...	
3	0	0	0	1	1	1			
4	0	0	0	1	0	0	0	...	0
5	0	1	0	0	1				
6	0	0	1	1	1				
7	0	0	0	1	1				
8	0	0	0	0	1	0	0	...	

FIG. 72